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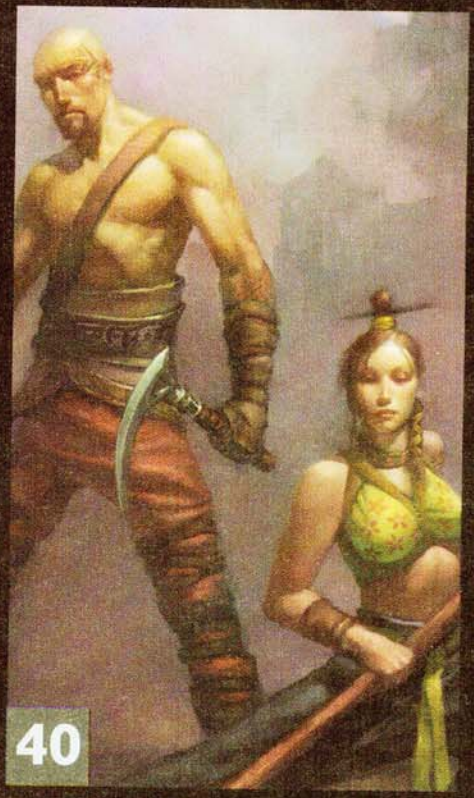

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Strike with the power of the variant fist. Cutting-edge variants let you customize monk abilities.

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What would happen if the D&D rules ruled D&D worlds?

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The dice follies come to *Dragon* plus Westeros, the worst DM experience ever, and quilting tips. That's right—quilting tips.

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Veteran writer and game designer Mike Stackpole makes a stop in *Dragon* with a short story about Black Morgan, a tortured hero who struggles with the demon that grants him sorcerous power.

"I could feel anger coiling in it the same way its slender body writhed within the articles of my brain. It wanted to consume me..."

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LARRY ELMORE RETURNS (COVER ART)
One of the all-time greats of *Dragon* returns to the cover this month with another iconic image. For a full-page reproduction of the image free of cover lines, turn to page 106.

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Players lost again? Show them the way with advice on how to use NPC guides and scouts.

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Dungeoncraft's look at dungeons continues; this week, if it doesn't have a map, it ain't no dungeon.

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Another D&D Movie?

It's happening again. *Variety* reported that Zinc Entertainment, a division of Joel Silver's Silver Pictures, will produce *Dungeons & Dragons: The Sequel* for an early 2004 release.

Matt is already in line for tickets. If you see him in his lawn chair and sleeping bag outside the theater, take pity—please don't put spare change in his coffee.

DVD Heaven

The Lord of the Rings: The Two Towers DVD hits store shelves at the end of August. Note that the DVD has a preview of the extended edition of the same movie, which will no doubt come out on DVD soon. Having bought both the theatrical release and the extended version of *The Fellowship of the Ring*, the *Dragon* staff is fully prepared to fork over their wallets again.

They're Coming

The D&D miniatures release is just around the corner. You'll note that pictures of a few of them are on the back of the DM screen included with this issue. Check out next month's issue for a preview of more miniatures.

Movin' on Up

Hats off to Stacie Magelssen. Stacie joined the *Dragon* staff in May of 2001 and has put in two years of great work. She's grown so proficient, in fact, that she's off to run her own magazines. We're all hoping that when she's rich and famous and we're still playing D&D, she'll remember us kindly and contribute to the appropriate charity. Go Stacie!

Show Off Your Art

We're looking for new talent to produce fantasy artwork. You must be able to work digitally or provide a final RGB 300 dpi digital image. Ability to work fast and meet tight deadlines is an absolute must.

To submit your work, place up to four of your best pieces onto one 8.5" x 11" image area, which must also include your name, phone number, and email address. Jpeg image should be no higher than 72dpi. Email your submission. to: **dmart@paizopublishing.com**

WYRM'S **TURN**

FROM THE EDITOR
WORLD VS. RULES

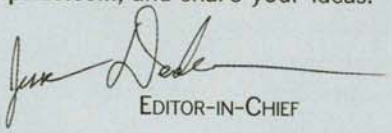
In the best campaigns, the world and the rules are reflections of one another. We've spent a fair bit of time here in the Paizo offices yakking about what a world might look like if there really were several sentient races, monsters with dangerous magical powers, and the other fantastic elements of the D&D game. Central to these discussions is the idea that introducing a new game element or a new rule could change the setting. Removing a familiar rule or element could, if desired, also send ripples through the setting and change the feel of the game.

One of our favorite examples is the mind flayer—the average illithid has an intelligence that rivals the greatest human minds, the race is inherently orderly, and they have crazily powerful mental abilities. When trying to think how the rules would impact the world, it sometimes seems like mind flayers should control everything, and it's not too hard to imagine that a race with such prodigious mental faculties could easily manipulate the players. Although it wouldn't be much fun, I can easily see a campaign where every time the players reached a significant milestone they received a note or message that goes something like, "Thank you. You have met our expectations perfectly, and we'd like to reward you. —Xixlitharcan, Illithid envoy." Making the mind flayers seem all-knowing by responding this way to everything that the players do is a simple trick, an exaggerated example of the rules impacting the setting, but it's still a trick that makes the world reflect one aspect of the rules.

There are literally thousands of game elements that could potentially affect the world this way, so the DM has a lot of freedom to decide which are most important in any given campaign or which aspects of the game have had the most visible effects on the world. A DM designing a campaign set in the early days of a young setting might want to make the magic of the world feel raw and primitive in its application. That DM could remove the wizard and cleric classes from the campaign entirely, restricting magic just as he decides to restrict weapon technology. Powerful spellcasters might still dot the setting, but they are always druids or sorcerers.

It goes the other way too—DMs and players alike can start with an idea for a culture, a world, or a single character, and tailor the rules to match. Perhaps the DM decides that the fighters from one culture value learning more than those from other cultures do and wants to reinforce this idea by adding an underlying game mechanic. With little trouble, the DM decides that all fighters from the northern continent do not get a free proficiency with heavy armor at 1st level but instead get a free Skill Focus feat. A minor change, to be sure, but one that the players will notice, and one that reminds them that the rules reflect the flavor of the game world.

Every bit of flavor in a setting and each interesting cultural variation doesn't need to have unique game mechanics associated with it, but these tailored rules variations give DMs and players alike the tools to create tangible effects of the setting's flavor. This issue, along with the two following issues, focus on providing just these kinds of tools—variants that are suitable for any game and any setting, awaiting only DM or player choice to guide their inclusion in a campaign. We're always looking for new ways to add interesting flavor to our games, so whenever you incorporate the variants from this issue into your campaign in an interesting way, drop a note to **scalemail@paizo.com**, and share your ideas.



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SPELLCASTING CLASSES
Special Update Series: #2 of 3
In this issue, the spellcasting classes get innovative new options.

Sorcerers
The blood of dragons mixes with special power components, allowing sorcerers to change their spells by gathering the right components.

Druids
Explore the powers of aspected druids—druids who embody specific environments and command strange powers. These variant druid classes can work with or against traditional druids, bringing a new kind of power to the forces of nature.

Clerics
Specialist clerics provide new options for all 20 levels. This new take on the cleric class brings distinctive powers and imaginative flavor to the religions in your campaign world.

Wizards
Dragon's third open game content article runs with a concept introduced in *Monte Cook's Arcana Unearthed*—spell templates. With a single feat your wizard could change every spell he knows.

Bards
Powerful bardic prestige classes push the revised bard class to its limit, providing new character options and new approaches to adventuring for bards of any level.

SNEAK PEAK
Wizards of the Coast gives *Dragon* readers the first glimpse of the setting that won last year's $100,000 setting search.

PLUS
Take your D&D game online, use NPCs and Hirelings with style, continue "Dungeoncraft's" exploration of dungeon environments, and read great new fiction by best-selling author Ben Bova.

READERS TALK BACK
GAMERS LOVE THEM DICE

Dice Creep
My story is actually more of an "I can't believe that everybody fell for this" kind of tale. We were having one of those sessions were the whole party was having trouble staying on track. During one of the many stalls in the session, somebody brought up the idea that old glass windows are thicker at the bottom because of gravity. We hypothesized that the same thing might work on dice, so everybody turned all of their dice to the highest number so that "dice creep" would make them roll better. I am not sure how many years you would have to keep your dice in this position before gravity would have any effect on the roll of the dice, but we have set our dice up this way ever since that night.

Jason Schulte
Address Withheld

I've seen lots of players arrange their dice with a specific number up, but this is the best logic I've ever heard behind such a decision. I've seen folks put their dice on the table with the highest numbers up—the "logic" being that the dice would remember the high numbers or get in the habit of landing with the high numbers up. I've also seen folks arrange their dice with the lowest numbers up—the again spurious logic being that you can voodoo-out the low numbers. Your reasoning is much better though, and I'm headed home to set my dice out with the highest numbers facing up.

Jesse Decker
Editor-in-Chief

Punish Them!
Like many DMs, I have players in my crew who have weird dice fetishes. These run the gamut from simply "don't touch my dice" to "I can't have dice for different characters in the same tray."

Here are some of the more unique habits in the group.

I have a player who will not use "pretty" dice. He only uses dice that are considered hideous by himself and the other players. These include a pink d4 that looks like solidified Pepto-Bismol, solid yellow d8s that are bright enough to be distracting, and other monstrosities. He even goes as far as to not use complete sets of dice, as these are "far too pretty" for his liking, regardless of how individually grotesque they are.

Another player insists on having a different set of dice for each character. She knows which dice are for which character, even without labels and with the fact that she has over 20 sets of dice. To make matters worse, she doesn't bother to separate dice into different bags or compartments, but rather keeps them all in the same container and digs for them as she needs them, usually by pouring 20 sets of dice into her lap and finding the ones that she needs.

Yet the funniest dice story I have is from another player. He would periodically stick his dice in the microwave to punish them for rolling badly. Twenty seconds on high nuke, and they seemed to straighten out their act. However, when one of his dice, a rebellious d20, was particularly unruly and had to be repeatedly punished and still continued its evil ways, he actually picked up his wrist rocket slingshot and fired the die from our second-story balcony out into the city in a fit of rage and disgust. He had no other problems with his other dice that evening—coincidence?

Erin McRoy
Address Withheld

Blooper Reel
I think I have had one of the worst experiences as a DM ever. I spent a couple of hours making a dungeon for the players and then managed to lose it. Then, all the d20s in our house vanished overnight—all of them. Then my group's character sheets got recycled by a well-meaning parent. I barely saved them in time.

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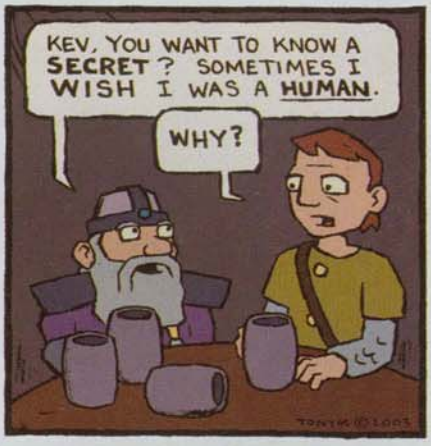
ZOGONIA



BY TONY MOSELEY

So let that be a warning to you: *Always* keep character sheets away from parents.

Ian Rouse
Address Withheld

Sounds horrid, but for my money, the worst DM experience ever was had by the poor guy who drew Chris Thomasson (editor of DUNGEON*), Erik Mona (editor of* POLYHEDRON*), and me in the first round of the D&D Open at Gen Con last year. He was well prepared and all, but as soon as Erik's wizard turned Chris's intelligent dire boar into a stone giant, things got ugly in a hurry.*

Jesse Decker

Wonderful Westeros

I think you are doing a wonderful job of bringing the world of George R. R. Martin's A Song of Ice and Fire into the d20 system. As a DM, I can't wait to launch a campaign set in Westeros. Between diplomacy, warfare, and the threat beyond the wall, Westeros offers unlimited roleplaying potential. If that doesn't do it for you, there is always the option of getting a ship and sailing to and exploring the other kingdoms and lands that Martin has hinted at.

So please keep printing d20 material for A Song of Ice and Fire. Also, is there any chance we will see an article on using the CHAINMAIL system to conduct some of the smaller battles? I think that CHAINMAIL's scope and use of commanders would lend itself well to simulating the smaller battles from the books. I'd like to see stats for the men-at-arms of the different houses, notable personalities like Bronn, and any other rules modifications that apply specifically to war-gaming in Westeros. Scenarios could include scenes like King Robert's boar hunt, the capture of Jamie Lannister, and the Brotherhood's encounter with the wild men beyond the wall. Just a thought.

Jared Sutton
Sparta, WI

As readers might already know from hints in DRAGON *and news online, Wizards of the Coast is producing a new D&D miniatures game. Although readers won't see any more* CHAINMAIL *features in the magazine, the last we heard, the upcoming* Miniatures Handbook *or the Wizards of the Coast website will contain guidelines for conversion to and from* CHAINMAIL *rules. Future issues of* DRAGON *will contain*

CAPTION CONTEST WINNER

WINNER

"Did you know Rumplestiltskin can spin this stuff into gold?"

Simon
Norfolk, England

RUNNER-UP

""Cute little guy,' you said. 'Let's keep him,' you said. Who's laughing now, Scruffy?"

Sarah Jones
Walnut Creek, England

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DUNGEON #102

Zenith Trajectory
By David Noonan
The *Dungeon* Adventure Path: Shackled City continues with this third installment. The PCs have earned much acclaim from their actions in the city of Cauldron. Now they've been approached by a decrepit dwarf hoping the heroes can venture into the Underdark and bring his lost son home. As usual, treachery is afoot in the city, and the PCs must contend with nefarious factions seeking their demise as they begin a dangerous journey into the deadly realm of the Underdark. This D&D Adventure Path module is for 6th-level PCs.

Cry Wolf
By Nicolas Logue
A wild wolf has been terrorizing the township of Rendrick. As an important festival approaches, locals are concerned over the predator's presence, and a bounty is placed on the bold beast's head. The PCs must determine why this normally solitary wolf has taken to harassing the town and save Rendrick from exploding into chaos. A D&D adventure for 2nd-level PCs.

POLYHEDRON #161
Immerse yourself in adventure with *Polyhedron* #161, a pulse-pounding pulp-era powerhouse of epic proportions! *Manual of the Planes* author David Noonan updates his *Pulp Heroes* Mini-Game with tips for d20 *Modern* play, Lizard drops by with monsters and vehicles for last issue's *Iron Lords of Jupiter* Mini-Game, and cartographer Christopher West provides modern maps and a new *Star Wars* RPG starship. Plus the *Living Greyhawk Journal*, *Downer*, and more!

POLYHEDRON #160

content that relates to the new miniatures, and if you're a Chainmail fan, you should easily adapt.

The new game uses pre-painted plastic figures done in the scale where 1 inch equals 5 feet—perfect for normal D&D play and a huge time saver. Pictures of a few of these miniatures appear on the inside of the DM screen included with this issue. If you want more information about the new miniatures and game, check out the feature article about it in the next issue.

Also, the free miniature-scale maps and object tokens provided in recent issues should come in handy soon. If you missed them, you might want to head to **www.paizo.com/dragon** *and pick up a few back issues.*

We currently have no plans to publish more George R. R. Martin roleplaying material in Dragon, but Mr. Martin struck a deal with Guardians of Order to produce a d20 version of the novel setting. The press release was made in March, so by the time you read this, there should be more information about it online.

Matthew Sernett
Senior Editor

World Stealing

I look forward to issues with campaign source material for popular fiction settings (like the recent Westeros material in issue #307, which was an excellent supplement for an excellent book series), and I would love to see more, more, more. There are so many great settings out there in the world of fantasy fiction that the authors have already done most of the hard work on (Earthsea, Einarrin, The Far Kingdoms), crafting rich detailed histories and populating these worlds with fascinating cultures and people who dwell in exotic and fantastic locales. If only someone would bring all that information to us in one place in a format we can easily use to start adventuring there.

Joe Pruitt
Clearwater, FL

We're always looking for opportunities to pair great fantasy fiction with great roleplaying. If you have a favorite fantasy fiction series that you'd like to see developed into a D&D setting, send an email about it to **scalemail@paizo.com**. *We'll take a look at the readers' favorites and investigate the possibilities.*

Matthew Sernett

Quilting Tips

The most expensive part of using miniatures in D&D is the map. In my gaming sessions, each player has his own miniature, but it has always fallen to the DM to provide the map. The two alternatives that I used (prior to the big, dry-erase gaming maps) were quilting boards and standard graph paper.

Quilting boards were cardboard (now most are plastic) and already had one-inch grids. These were cool because we could use dice for characters, matchbox cars for horses, and a soda can for the purple worm.

Graph paper, because of its size, can be difficult to use, but we solved this with pins and tacks. Eventually a map would be too full of holes to use, but we didn't care. You could always tear another sheet from the pad, draw the area, and start again. Imagine how excited we were when the first copy machines came out! A Tic Tac or Skittle works great for counters on the graph paper. They come in all colors and offer a yummy experience reward for defeating a monster! When was the last time your party faced down a gang of gummi bugbears, a chocolate kiss roper, or a fire-breathing, marshmallow chick half-dragon?

Scott Janke
Moscow, Idaho

Quilting boards, eh? Good idea. Another good idea I've seen at conventions is photocopies of the adventure maps. They're not big enough for miniatures, but they make nice disposable aids for convention play, and obviously they don't take up a lot of room when travelling. I've also watched friends photocopy 1-inch square grids onto clear overlay paper, making a more modular play aid than one large map (the drawback, of course, is that the maps can move around accidentally).

As I mentioned in previous letters columns, I'm always interested in hearing ideas for using miniatures, especially if they don't cost a lot. So, send more.

Jesse Decker

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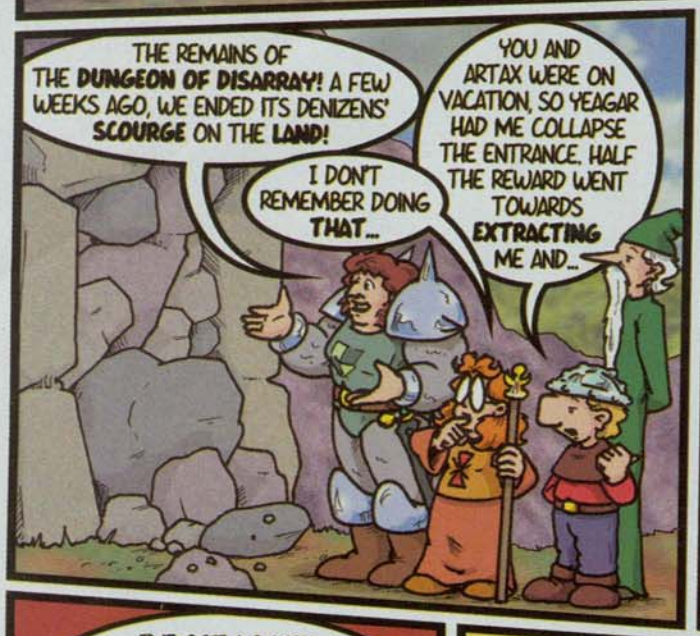
Nodwick

by Aaron Williams
www.nodwick.com

Battle, n.: A method of untying with the teeth a political knot that will not yield to the tongue. -- Ambrose Bierce

It is a time of civil war.
Having run out of rampaging monsters to keep the noble classes busy with quests to rescue princesses and make a quick buck, the humanoid races fight one another for lack of anything better to do.
Unknown to those involved, the actions of a select few are about to ruin it for everybody...
BAD NEWS. THE SCARPOX COFFEE SHOP TOOK A CATAPULT HIT, SO I HAD TO GET OUR FRAGGUCCINOS FROM THE "QUICKE SHOPPE" DOWN THE STREET.
WAR IS HECK, I SUPPOSE.
ON THE UP SIDE, THEY NEVER CLEAN THEIR FILTERS. WE SHOULD BE CAFFEINATED FOR WEEKS.
OH, POOH. THEY MAKE THEIR MOCHAS WITH CAROB.
I DO HOPE THIS CONFLICT GETS SORTED OUT SOON. ANOTHER FEW DAYS AND I'LL BE OUT OF DUCT TAPE FOR THE WOUNDED.
MAYBE THE SLUDGE AT THE BOTTOM OF THIS CUP IS INFECTING MY BRAIN, BUT I THINK I HAVE AN IDEA THAT WILL GET THE WAR OVER WITH...


THE REMAINS OF THE DUNGEON OF DISARRAY! A FEW WEEKS AGO, WE ENDED ITS DENIZENS' SCOURGE ON THE LAND!
I DON'T REMEMBER DOING THAT...
YOU AND ARTAX WERE ON VACATION, SO YEAGAR HAD ME COLLAPSE THE ENTRANCE. HALF THE REWARD WENT TOWARDS EXTRACTING ME AND...

SO ANYWAY, I FIGURE THAT THE BEASTIES THAT ARE STILL DOWN THERE ARE PROBABLY NICE AND HUNGRY. THEY'LL MAKE THE ULTIMATE WEAPON FOR THE WAR!

SOON, ON THE FRONT LINES...
ATTENTION COMBATANTS! PLEASE STAND BY FOR A MESSAGE ABOUT A PRODUCT YOU MAY FIND INTERESTING! I NOW TURN THE FLOOR OVER TO OUR SENIOR SALES DIRECTOR...

IT'S TOO BAD THE MONSTERS ATE BOTH SIDES BEFORE ANYONE COULD PAY YOU...
YEAH, BUT AT LEAST NOW THERE'S ENOUGH CREATURES TO KEEP THE ADVENTURING COMMUNITY BUSY.
NODWICK? ARE YOU IN THIS ONE? HELLOOOO?

RyMaN

The Roles of Rage

Multiclassing the Revised Barbarian

by Rich Redman • illustrated by James Ryman • cartography by Mike May

"Barbarian" is an old word, originally meaning anyone who didn't speak Greek, then a person living outside the Roman Empire (especially in the north), and still later someone from outside Christian civilization. For the purposes of this article, barbarians come from places and cultures where agriculture, building cities, and the sciences take a back seat to hunting, gathering, and living close to nature. Such "outsider" cultures are often very sophisticated, with complex rules and highly developed arts. Of course, in DUNGEONS & DRAGONS, "barbarian" is also a class filled with battle-rage and skilled in wilderness survival. Not all members of barbarian societies have levels in the class, but everyone with levels in the class has lived in such a society.

THE REVISIONS

If you don't have your 3.5 *Player's Handbook* yet, here's a summation of the revisions.

The chaotic, raging instrument of destruction that is the barbarian remains much the same in the revision as it did when you first cracked open your 3rd-Edition *Player's Handbook*. Overall, revised barbarians have something to look forward to at every level, whether a new ability or an improvement of a previous one.

Skills: The barbarian's skill points don't change, but since Intuit Direction was eliminated in the revision, the barbarian has fewer skills across which to distribute those points. That makes those points more useful. If you're converting a barbarian to the revision, use ranks that were once in Intuit Direction to maximize Survival first.

Trap Sense: This ability used to be part of the uncanny dodge ability. It gives a bonus on Reflex saves to avoid traps and a dodge bonus to AC against attacks made by traps. The barbarian begins receiving these bonuses at 3rd level, and they increase every three levels after that (at 6th, 9th, 12th, 15th, and 18th level).

Damage Reduction: The revised barbarian gets damage reduction beginning at 7th level and increasing every three levels after that (at 10th, 13th, 16th, and 19th level).

Greater Rage: This ability now arrives at 11th level rather than at 15th.

Indomitable Will: Raging barbarians of 14th level and higher receive a +4 bonus on Will saves to resist enchantment spells. This bonus stacks with all other modifiers, including the morale bonus on Will saves they receive during rage.

Tireless Rage: Instead of waiting until 20th level to gain the ability to rage without fatigue, the barbarian can now do so starting at 17th level.

Mighty Rage: Those barbarians who stick with their class until 20th level find that their rage now provides a +8 bonus to Strength and Constitution, and a +4 morale bonus to Will (the penalty to AC remains -2).

CULTURAL BACKGROUND

Some city dwellers think that barbarians are primitive, uncouth, savage, ignorant, filthy, or worse. Some barbarians think that city dwellers are arrogant, over bred, weak, ignorant, cowardly, or worse. Neither one is completely correct. When developing a barbarian character, set aside these ethnocentric opinions and develop the barbarian's culture with help from your DM.

By definition, barbarian cultures exist outside lands covered by cities, roads, and fields. This can lead to trouble when the barbarian doesn't realize the food growing beside the path belongs to a farmer. Barbarians know of domesticated places and might travel to them regularly for trade. They

BARBARIAN'S ENCAMPMENT

This map presents a log longhouse and several smaller dwellings. Two watch towers stand on the perimeter of the camp. This map could represent the permanent home of a barbarian tribe that uses it as a base for hunting and raiding, or it could be a holy site that nomadic barbarians make periodic pilgrimages to. The second largest building might be a shaman's living quarters, and the circle of stones could be an important place for religious ceremonies.

For more inspiration about how to use this map, see the other maps presented in this issue.

often domesticate animals, such as horses, and trade their stock for manufactured goods. They might also trade herbs that grow in the far reaches of their territory, furs, or other commodities gathered in the wild. Nomadic barbarians also act as merchants, traveling between cultures and profiting from trade in exotic goods.

Lifestyle

With rich histories and varied customs, barbarian cultures can provide deep and interesting backgrounds for characters and NPCs. Consider what sort of society birthed your character, and choose feats and skills that reflect that. Some examples include:

Steppe-dwelling clans of halflings herd bison or other livestock across the prairie, allied with centaurs and other grassland races. Members of this society might focus on the Mounted Combat feat tree.

Traveling gnome families that wander so-called civilized lands in gaudily painted wagons, trading labor and crafts for food and manufactured goods, shunning the settled lifestyle. Members of this society might focus on the Dodge feat tree.

A society of dwarves living in the frozen north, subsisting on taiga-dwelling caribou, and guarding the secret wealth of the cloud-shrouded volcanoes that dot their frozen home. Members of this society might focus on Endurance, Self-Sufficient, and the Power Attack feat tree.

Tribes of elves living in a vast, primordial forest that supplies them with plentiful food and all they need to make clothing and shelter. Because of the forest's abundance, they never need to develop a more technically advanced society. Members of this society might concentrate on feats such as Self-Sufficient, Stealthy, and the Point-Blank Shot feat tree.

An island-hopping culture of humans skilled in reading the stars and the currents to travel from island to island, living off the ocean and the jungles of their island homes. Members of this society most likely take Self-Sufficient, Endurance, and Athletic, and could pursue almost any combat feat tree as well.

Remember that barbarian societies can be quite large, but because they lack highly developed agriculture, their numbers force them to live in small groups or clans, with relatively large distances between such groups. These groups might gather several times a year, but they spend most of their time in their own territories where there is enough wild food to support them.

Players looking for additional inspiration for barbarian characters and cultures should read "Outlanders" from *Dragon* #292.

Rage

Just as barbarian societies differ, so do sources of rage. What city dwellers consider blood-lust or battle frenzy has a deep significance to barbarian cultures. Members with levels of barbarian might have honored positions within the

BARD/BARBARIAN MULTICLASS ADVANCEMENT

Level	Class Levels	BaseAttack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Brd1	+0	+0	+2	+2	6	Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, 0-level spells, feat (Combat Casting)
2	Brd1/Bbn1	+1	+2	+2	+2	12	Rage 1/day, fast movement
3	Brd2/Bbn1	+2	+2	+3	+3	16	1st-level spells, feat (Dodge)
4	Brd2/Bbn2	+3	+3	+3	+3	22	Uncanny dodge, ability increase
5	Brd3/Bbn2	+4	+4	+3	+3	26	Inspire competence
6	Brd3/Bbn3	+5	+4	+4	+4	32	Trap sense +1, feat (Mobility)
7	Brd4/Bbn3	+6	+4	+5	+5	36	2nd-level spells
8	Brd4/Bbn4	+7	+5	+5	+5	42	Rage 2/day, ability increase
9	Brd5/Bbn4	+7	+5	+5	+5	46	Feat (Spring Attack)
10	Brd5/Bbn5	+8	+5	+5	+5	52	Improved uncanny dodge
11	Brd6/Bbn5	+9	+6	+6	+6	56	*Suggestion*
12	Brd6/Bbn6	+10	+7	+7	+7	62	Trap sense +2, feat (Combat Expertise*), ability increase
13	Brd7/Bbn6	+11	+7	+7	+7	66	3rd-level spells
14	Brd7/Bbn7	+12	+7	+7	+7	72	Damage reduction 1/-
15	Brd8/Bbn7	+13	+7	+8	+8	76	Inspire courage +2, feat (Whirlwind Attack)
16	Brd8/Bbn8	+14	+8	+8	+8	82	Rage 3/day, ability increase
17	Brd9/Bbn8	+14	+9	+8	+8	86	Inspire greatness
18	Brd9/Bbn9	+15	+9	+9	+9	92	Trap sense +3, feat (Improved Feint)
19	Brd10/Bbn9	+16	+9	+10	+10	96	4th-level spells
20	Brd10/Bbn10	+17	+10	+10	+10	102	Damage reduction 2/-, ability increase

*Although barbarians cannot use this feat while raging, it is an important entry feat for Improved Feint and Whirlwind Attack.

fighting forces of their societies. Consider different sources for your character's rage. They have no impact on game mechanics, but they do affect how you play your character. Some examples include:

Totems: When you rage, you borrow the power of a personal, clan, or tribal totem animal. You might even take on minor physical aspects of the totem, such as changes in posture, voice, or stance, when raging.

Ancestors: Your rage grants you the battle cunning and experience of your ancestors, manifesting in the bonuses you receive from rage. You become a living instrument of your family's destiny. Clan symbols might faintly appear on your face and body, as if from tattoos or ritual scars. Your voice and mannerisms might become those of a significant ancestral hero.

Deities: Your patron deity is one of war or physical prowess, such as Erythnul or Kord. When you rage, you receive a tiny fragment of your patron's divine power, becoming an instrument of blood, chaos, and havoc for your deity. Your voice might become louder and more powerful, you might take on minor physical aspects of your deity such as changing eye or hair color to match (followers of Gruumsh could even seem to become one-eyed).

Environment: You are the fury of the storm, the rolling power of the earthquake, the unstoppable force of the avalanche, the immovable wall of the forest, or the majestic flood of the ocean. You serve as nature's reminder of her power and authority. When you rage, you might foam at the mouth, shake the ground when you move, or your skin might take on bark-like texture.

BARBARIAN CAMPAIGNS

"Barbarian" campaigns and "wilderness" campaigns have much in common. They involve adventures under the open sky, cross-country travel, encounters with other clans, hermits with strange and wondrous powers, the ruins of civilizations long forgotten by city dwellers, and all the magnificent creatures that live in the wild. They are not, however, limited to characters with levels of barbarian. Consider the roles that various classes could play, even if all the characters are from barbarian societies:

Barbarians, Fighters, and Rangers: These classes are the elite warriors of their tribe or clan. Rangers function as scouts and as hunters of particular enemies or ancestral foes. Fighters, with their extensive suite of feats, might be the tribe's archers or cavalry. Barbarians excel as melee fighters, of course.

Bards: In cultures rife with illiteracy, bards are historians, lawyers, teachers, and valued advisors. Their ability to support others in battle makes them invaluable, even in the front lines. Many historical cultures put their bagpipers and other musicians in the forefront, and they were often protected from direct attack by taboo or tradition.

Clerics and Druids: The importance of holy men applies among barbarians as well as among city dwellers. Barbarian clerics favor domains like Animal, Chaos, Nature, and Strength, although more martial characters add Destruction and War to that list. Druids, with their ability to wild shape, often represent the direct voice of nature in council sessions.

Monks: Many historical "barbarian" cultures had roles filled by outcasts, for example men who wore women's clothes and performed most of the traditional roles of women. Some were clowns, but all were considered touched by a deity, making them holy and worthy of respect. Such individuals were allowed to routinely break traditions or taboos, to explore new ways of doing things, and thus encourage the tribe's development. Since monks must take an ideology opposite that of most barbarians, that of Law, they might fill the role of

BARBARIAN/CLERIC MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Bbn1	+1	+2	+0	+0	12	Fast movement, rage 1/day, feat (Combat Casting)
2	Bbn1/Clr1	+1	+4	+0	+2	16	Turn or rebuke undead, 0- and 1st-level spells
3	Bbn2/Clr1	+2	+5	+0	+2	23	Uncanny dodge, feat (Rage Casting*)
4	Bbn2/Clr2	+3	+6	+0	+3	27	Ability increase
5	Bbn3/Clr2	+4	+6	+1	+4	34	Trap sense +1
6	Bbn3/Clr3	+5	+6	+2	+4	38	2nd-level spells, feat (Power Attack)

*See Feats of Rage, below.

After 6th level, most characters advance as single-class barbarians. Every additional level of cleric reduces their access to barbarian abilities, slows their attack progression, and decreases their average hit points. Characters who advance to 5th-level cleric gain access to useful 3rd-level spells like *cure serious wounds, dispel magic,* and *invisibility purge,* but they give up another point of base attack bonus and an average of 6 hit points.

"holy fool" or devil's advocate in barbarian society.

Paladins: Barbarian cultures respect those touched by gods, and these cultures allow these holy warriors to behave in ways not acceptable to other members of the culture. While rare, paladins could be considered as bards or priests with particular gifts in several areas, including that of combat.

Rogues: The ability to move through the wilderness unseen is crucial to the success of the tribe's hunters, making rogues and other stealthy individuals extremely important to the tribe. Their stealth and sneak attack abilities make them excellent scouts and valuable members of any barbarian war party.

Sorcerers and Wizards: With their freedom from spellbooks and bias toward chaos, sorcerers are more common in barbarian societies than wizards. However, many historical societies considered writing to have its own magic power, making the literate minority people of respect. Your barbarian culture might hold wizards and sorcerers in equally high esteem. Consider the impact of the environment on such spellcasters and the items they create. Wizards might inscribe their spells on bone or wood from sacred trees, or on animal hides, rather than in books. Potions might be stored in eggs or gourds rather than the typical vial.

CITY DWELLERS

It's just as important to consider what barbarians think of city dwellers as to consider what city dwellers think of your barbarians. Attitudes are as varied as cultures. Some barbarians might be awed by the extensive construction and teeming masses of the cities. Others see them as little more than cages, and wonder how the wind can ever get into them. Some might envy the materialistic wealth of the cities, and others might see it as a weakness.

Barbarians live in an elaborate web of tradition, taboo, and ritual. They understand the concept of laws and regulation, and they know that they are necessary for people to live together. What mystifies them is the idea of writing law down and making it permanent. Their "laws" are living things, held in the hearts and minds of those subject to them. A change in circumstance can change which "law" takes precedence for barbarians, unlike with the laws of city dwellers, and this can lead to trouble.

For the barbarian, personal honor and respect as an individual require him to act in many situations where a city dweller would be forbidden by law. A barbarian's place in society is clear to everyone both from his personal actions and from the deeds of his ancestors. Such things are meaningless among strangers, and barbarian actions might be misinterpreted as lawlessness or brawling while he establishes his place in everyone's mind.

CLASS COMBOS

The barbarian is still a creature of chaos. He will rarely, if ever, take levels of paladin or monk. The revision makes it less likely that players will "cherry pick" other classes (taking the 1st level for its benefits and then abandoning the new class). Instead, characters are likely to continue multiclassing for extended periods because the combinations fit the player's vision of the character.

Barbarian/Bard

In the great hall of the barbarian chieftain, a hush falls around the fire pit as the skald steps from the shadows. The clan listens in rapt silence while the skald recites epic poems of the clan's past victories and greatest heroes. When the morning comes, they know the skald will ride out with the war band and lend his voice to songs of inspiration.

The skald holds an honored position in barbarian cultures, serving as repository for the culture's knowledge and lore. Barbarians give up hit points, base attack bonus, and a favorable Fortitude saving throw progression in return for favorable Reflex and Will saving throw progressions, spells, additional skill points, and bardic abilities. Conversely, levels of barbarian are a tremendous advantage for bards, making them hardier and more skilled combatants.

Compared to a Single Class Bard

Advantages: More hit points, proficiency with all simple and martial weapons, better Fortitude saves, better base attack.
Disadvantages: Slower spell progression, no access to high-level bard abilities.

Character Choices

Barbarians and bards have few skills in common. As a result, characters that use this combination depend on their barbarian levels for ranks in Handle Animal (Cha) and Survival (Wis). Keeping in mind that they don't have as many hit points as single-class barbarians, most concentrate their bard skill points on movement skills like Climb (Str), Jump (Str), and especially Tumble (Dex). Remaining skill points go into things like Bluff (Cha), Perform (Cha), and Use Magic Device (Cha). When

DRUID/BARBARIAN MULTICLASS ADVANCEMENT

Level	Class Levels	BaseAttack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Drd1	+0	+2	+0	+2	8	Animal companion, nature sense, wild empathy, 0- and 1st-level spells, feat (Combat Casting)
2	Drd1/Bbn1	+1	+4	+0	+2	14	Rage 1/day, fast movement
3	Drd2/Bbn1	+2	+5	+0	+3	19	Woodland stride, feat (Rage Casting*)
4	Drd2/Bbn2	+3	+6	+0	+3	25	Uncanny dodge, ability increase
5	Drd3/Bbn2	+4	+6	+1	+3	30	Trackless step, 2nd-level spells
6	Drd3/Bbn3	+5	+6	+2	+4	36	Trap sense +1, feat (Improved Unarmed Strike**)
7	Drd4/Bbn3	+6	+7	+2	+5	41	Resist nature's lure
8	Drd4/Bbn4	+7	+8	+2	+5	47	Rage 2/day, ability increase
9	Drd5/Bbn4	+7	+8	+2	+5	52	Wild shape (1/day), 3rd-level spells, feat (Natural Spell*)
10	Drd5/Bbn5	+8	+8	+2	+5	58	Improved uncanny dodge
11	Drd6/Bbn5	+9	+9	+3	+6	63	Wild shape (2/day)
12	Drd6/Bbn6	+10	+10	+4	+7	69	Trap sense +2, feat (Improved Grapple), ability increase
13	Drd7/Bbn6	+11	+10	+4	+7	74	Wild shape (3/day), 4th-level spells
14	Drd7/Bbn7	+12	+10	+4	+7	80	Damage reduction 1/-
15	Drd8/Bbn7	+13	+11	+4	+8	85	Wild shape (Large), feat (Power Attack)
16	Drd8/Bbn8	+14	+12	+4	+8	91	Rage 3/day, ability increase
17	Drd9/Bbn8	+14	+12	+5	+8	96	Venom immunity, 5th-level spells
18	Drd9/Bbn9	+15	+12	+6	+9	102	Trap sense +3, feat (Cleave)
19	Drd10/Bbn9	+16	+13	+6	+10	107	Wild shape (4/day)
20	Drd10/Bbn10	+17	+14	+6	+10	113	Damage reduction 2/-, ability increase

*See Feats of Rage, below.

**Improved Unarmed Strike allows the character to take Improved Grapple, a feat useful to many animal forms that don't possess the ability.

possible, they take 5 ranks in Knowledge (History) for the bonus to their bardic knowledge checks. Characters combining these classes prefer melee combat over ranged combat, taking advantage of barbarian rage, so they choose feats that help them avoid getting hit in melee.

Barbarian/Cleric

On the walls of a sacred cave, the holy people of the tribe gather to invoke their deities and to consecrate a holy warrior to the tribe. In the flickering torchlight, the simple yet elegant paintings of animals and warriors seem to dance, run, and hunt. When the ritual ends, the newly consecrated holy warrior remains, holding a private vigil before riding out to bring his deity's magic to the battlefield.

This combination works best for half-orcs and humans (both of whom can avoid the XP penalty for multiclassing). The barbarian loses base attack bonus, skill points, and hit points to gain the ability to turn or rebuke undead, cast a useful selection of low-level spells, and gain a more favorable Will save. The cleric gains skill points, base attack bonus, faster movement, and the power of rage. In addition, neither class suffers from wearing medium armor. This makes for a formidable holy warrior, perhaps even chaos's answer to the paladin.

Compared to a Single Class Barbarian

Advantages: Divine spells, turn or rebuke undead, better Will saves, barbarian abilities, increased ability to use magic items.

Disadvantages: Slower attack progression, limited access to high-level spells.

Character Choices

The drawback to this combination, of course, is loss of caster levels. Such characters focus on spells that are unaffected by duration (which is usually determined by caster level) and spell resistance (for example, *cure light wounds* or *bull's strength*). A few levels of cleric grant some useful spells and access to domain abilities. The cost is that the character will never have as many hit points as a single-class barbarian or as good a base attack bonus.

Barbarians and clerics generally have no skills in common aside from Craft. As a result, characters that use this combination depend on their barbarian levels for ranks in Handle Animal (Cha) and Survival (Wis). Since they have no intention of being the primary cleric or healer for their party, most concentrate their cleric skill points on Concentration (Con) and Spellcraft (Int). Barbarian/cleric characters tend to favor domains like Animal, Chaos, Destruction, Strength, and War. Characters combining these classes prefer melee combat over ranged combat, taking advantage of barbarian rage, so they choose feats that help them cast spells in combat.

Barbarian/Druid

The hobgoblin raiders advance through the grove in disciplined silence. Experienced warriors, they switch to battle formation as soon as the bear breaks through the underbrush. Bears are powerful, and the hobgoblins know they won't escape unscathed, but their numbers assure victory. Then the bear rises to its hind legs and swells with fury and power. The hobgoblins have just enough time to recognize the gleam of intelligence in the bear's eyes before it is among them.

Barbarian druids physically embody the raw power of nature. By taking levels of druid, the barbarian surrenders some hit points and base attack bonus for the obvious benefit of spells and wild shape. Levels of druid improve the barbarian's Will save. The two classes share some skills, so the combination can have some very high skill ranks. As long as the barbarian/druid avoids metal armor, he can wear medium armor and benefit from a higher armor class. The 1st level of druid grants wild empathy

FIGHTER/BARBARIAN MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained (Recommended Feats)
1	Ftr1	+1	+2	+0	+0	10	Feat (Mounted Combat), bonus feat (Ride-by Attack)
2	Ftr1/Bbn1	+2	+4	+0	+0	16	Rage 1/day, fast movement
3	Ftr2/Bbn1	+3	+5	+0	+0	22	Feat (Trample), bonus feat (Spirited Charge)
4	Ftr2/Bbn2	+4	+6	+0	+0	28	Uncanny dodge, ability increase
5	Ftr3/Bbn2	+5	+6	+1	+1	34	
6	Ftr3/Bbn3	+6	+6	+2	+2	40	Trap sense +1, feat (Weapon Focus)
7	Ftr4/Bbn3	+7	+7	+2	+2	46	Bonus feat (Weapon Specialization)
8	Ftr4/Bbn4	+8	+8	+2	+2	52	Rage 2/day, ability increase
9	Ftr5/Bbn4	+9	+8	+2	+2	58	Feat (Endurance)
10	Ftr5/Bbn5	+10	+8	+2	+2	64	Improved uncanny dodge
11	Ftr6/Bbn5	+11	+9	+3	+3	70	Bonus feat (Quick Draw)
12	Ftr6/Bbn6	+12	+10	+4	+4	76	Trap sense +2, feat (Improved Initiative), ability increase
13	Ftr7/Bbn6	+13	+10	+4	+4	82	
14	Ftr7/Bbn7	+14	+10	+4	+4	88	Damage reduction 1/-
15	Ftr8/Bbn7	+15	+11	+4	+4	94	Feat (Greater Resiliency*), bonus feat (Dodge)
16	Ftr8/Bbn8	+16	+12	+4	+4	100	Rage 3/day, feat (Mobility), ability increase
17	Ftr9/Bbn8	+17	+12	+5	+5	106	
18	Ftr9/Bbn9	+18	+12	+6	+6	112	Trap sense +3, feat (Diehard)
19	Ftr10/Bbn9	+19	+13	+6	+6	118	Bonus feat (Spring Attack)
20	Ftr10/Bbn10	+20	+14	+6	+6	124	Damage reduction 2/-, ability increase

*See Feats of Rage, below.

and an animal companion to the barbarian. Woodland stride, trackless step, and resist nature's lure follow over the next three levels, and then comes the big benefit of the druid: wild shape. As a primal force of nature, many barbarians will want eight levels of druid so they can become Large animals. Characters that use this combination focus less on the spellcasting aspect of the druid class, and more on combining the raw combat prowess of the barbarian with advantageous animal forms, such as wolves, badgers, wolverines, and bears.

Compared to a Single Class Druid

Advantages: Improved Fortitude save progression, more hit points, better attack progression.

Disadvantages: Slower spell progression, no access to high-level druid abilities.

Character Choices

The barbarian and the druid share Craft (Int), Handle Animal (Cha), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str) as class skills. Where possible, characters combining these classes use druid skill points to buy ranks in Concentration (Con). Such characters need the ranks in Concentration and the Combat Casting feat, because they're most likely to be casting spells in the midst of melee combat.

Barbarian/Fighter

The city dwellers climb the vertiginous mountain trails every year, gasping in the thin air of the plateau where the tribes gather annually to trade and arrange marriages. Every year they come, and every year some adventurous youngsters leave with them. They return after a season or a year, sometimes after as many as ten years, laden with the spoils of war, hardened as mercenaries in the city dweller's armies, and teaching impressive combat techniques to their fellows. The tribes have had to go so far as to limit each clan to a certain number of volunteers, lest one tribe gain too many skilled combatants and conquer the others.

The barbarian fighter is the expert combatant of her tribe. Although she lacks some hit points and skill points gained by single class barbarians, she makes up for it with rapid acquisition of feats, including Weapon Specialization, Greater Weapon Focus, and Greater Weapon Specialization. Combining medium armor and shields, this skilled combatant has a respectable Armor Class. To the fighter's multitude of feats, the barbarian adds his physical abilities and rage. Of all the races, dwarves and half-orcs are the most likely races to combine these classes.

Compared to a Single Class Barbarian

Advantages: Proficient with all armor and shields, increased access to fighter bonus feats, improved Fortitude saves.

Disadvantages: No access to high-level barbarian abilities, fewer hit points

Character Choices

Barbarians have all the same class skills as fighters, plus more. Characters combining barbarian and fighter often have particularly high ranks in Handle Animal (Cha) and Ride (Dex), and emphasize mounted combat with their feat choices.

Barbarian/Ranger

The bugbears retreat to a box canyon after raiding the barbarian tribe. The loot is not as impressive as the loot from a more settled village or from a caravan might be, but those raids have become too dangerous, and the bugbears are hungry. They need no fire to divide their loot, but light one to cook their food, believing themselves in a safe and defensible position. Not until the first arrows whistle from the darkness do they realize that their sentries are dead, and the tribe's hunters have found them.

Barbarian rangers are cunning, untiring trackers, serving their societies as scouts and hunters. By taking levels of ranger, the barbarian surrenders some

RANGER/BARBARIAN MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Rgr1	+1	+2	+2	+0	8	Track, 1st favored enemy, feat (Power Attack or Dodge)
2	Rgr1/Bbn1	+2	+4	+2	+0	14	Rage 1/day, fast movement
3	Rgr2/Bbn1	+3	+5	+3	+0	19	Combat style, feat (Cleave or Mobility)
4	Rgr2/Bbn2	+4	+6	+3	+0	25	Uncanny dodge, ability increase
5	Rgr3/Bbn2	+5	+6	+3	+1	30	Endurance
6	Rgr3/Bbn3	+6	+6	+4	+2	36	Trap sense +1, feat (Great Cleave or Point-Blank Shot)
7	Rgr4/Bbn3	+7	+7	+5	+2	41	Animal companion, 1st-level spells
8	Rgr4/Bbn4	+8	+8	+5	+2	47	Rage 2/day, ability increase
9	Rgr5/Bbn4	+9	+8	+5	+2	52	2nd favored enemy, feat (Combat Reflexes or Shot on the Run)
10	Rgr5/Bbn5	+10	+8	+5	+2	58	Improved Uncanny Dodge
11	Rgr6/Bbn5	+11	+9	+6	+3	63	Improved combat style
12	Rgr6/Bbn6	+12	+10	+7	+4	69	Trap sense +2, feat (Iron Will or Precise Shot), ability increase
13	Rgr7/Bbn6	+13	+10	+7	+4	74	Woodland stride
14	Rgr7/Bbn7	+14	+10	+7	+4	80	Damage reduction 1/-
15	Rgr8/Bbn7	+15	+11	+8	+4	85	Swift tracker, 2nd-level spells, feat (Weapon Focus or Iron Will)
16	Rgr8/Bbn8	+16	+12	+8	+4	91	Rage 3/day, ability increase
17	Rgr9/Bbn8	+17	+12	+8	+5	96	Evasion
18	Rgr9/Bbn9	+18	+12	+9	+6	102	Trap sense +3, feat (Self-Sufficient or Weapon Focus)
19	Rgr10/Bbn9	+19	+13	+10	+6	107	3rd favored enemy
20	Rgr10/Bbn10	+20	+14	+10	+6	113	Damage reduction 2/-, ability increase

hit points in return for additional skill points (the revised ranger now gets 6 + Intelligence modifier at each level) and a boost to Reflex saves. Although the 1st level of ranger no longer gives the benefits of Two-Weapon Fighting (Combat Style comes at 2nd level now), this combination makes for a real wilderness expert in the party. Because the skill selections overlap, the barbarian/ranger can keep maxing out skills like Climb, Handle Animal, Listen, Survival, and Swim. The barbarian gains Track, wild empathy, and a favored enemy with a single level of ranger, and he continues to gain benefits by multiclassing. The drawback, of course, is that the ranger's abilities suffer if the character chooses to wear medium armor.

Compared to a Single Class Ranger

Advantages: Better average hit points, barbarian rage and fast movement, better Fortitude saves.

Disadvantages: Slower access to ranger's high-level abilities, slower improvement of Reflex saves.

Character Choices

The most significant choice for the barbarian/ranger is which combat style to pursue. This has a tremendous impact on feat choices, since the melee combat style benefits from things like Power Attack and Combat Reflexes, and the ranged combat style benefits from things like Point-Blank Shot and Shot on the Run. Like the barbarian/rogue, the barbarian/ranger shares some skills between his two classes. As a result, most such characters focus on Climb (Str), Handle Animal (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str). Some prefer to allocate some skill points to Hide (Dex), Move Silently (Dex), and one or more of the ranger's Knowledge skills.

Note that rangers now get the full benefits of Two-Weapon Fighting when following the melee combat style, meaning they can use it with double weapons. Many half-orcs pursuing this combination will opt for the melee combat style at 3rd level, taking Exotic Weapon Proficiency (orc double axe) as their feat at the same time.

Barbarian/Rogue

The scout waits, draped like a leopard over a branch above the trail. The forest is her home, and she can wait, concealed by the foliage, as long as she has to. Her companions wait on other branches and in the underbrush along the trail. In their arrogance, the city dwellers thought they could come out from behind their walls and raid her tribe without consequence. Soon they will march beneath her hiding place, and she will pounce silently. By the time the city dwellers understand what has happened, most will see their life's blood staining the trail. She and her companions will not kill all the foolish city folk. Their chieftain ordered them to leave one alive, to testify of the hazards of trespassing on halfling lands.

Anyone who reads Fritz Leiber's stories of Fafhrd and the Grey Mouser considers this combination. The barbarian trades hit points, a favorable Fortitude saving throw progression, and base attack bonus for skill points, a favorable Reflex saving throw progression, and the rogue's generous skill point acquisition. Combining sneak attack damage with the barbarian's more favorable base attack progression makes for a deadly foe. Combining the barbarian's favorable Fortitude saving throw with the rogue's favorable Reflex saving throw means that those traps the character can't avoid aren't likely to kill him. In addition, the two classes share class abilities that stack (uncanny dodge and trap sense). Of all the races, halflings and half-orcs are the most likely races to combine these classes.

BARBARIAN/ROGUE MULTICLASS ADVANCMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Bbn1	+1	+2	+0	+0	12	Rage 1/day, fast movement, feat (Quick Draw)
2	Bbn1/Rog1	+1	+2	+2	+0	15	Sneak attack +1d6, trapfinding
3	Bbn2/Rog1	+2	+3	+2	+0	22	Uncanny dodge, feat (Improved Initiative)
4	Bbn2/Rog2	+3	+3	+3	+0	25	Evasion, ability increase
5	Bbn3/Rog2	+4	+4	+3	+1	32	Trap sense +1
6	Bbn3/Rog3	+5	+5	+4	+2	35	Sneak attack 2d6, trap sense +2, feat (Power Attack)
7	Bbn4/Rog3	+6	+5	+4	+2	42	Rage 2/day
8	Bbn4/Rog4	+7	+5	+5	+2	45	Improved uncanny dodge, ability increase
9	Bbn5/Rog4	+8	+5	+5	+2	52	Feat (Cleave)
10	Bbn5/Rog5	+8	+5	+5	+2	55	Sneak attack +3d6
11	Bbn6/Rog5	+9	+6	+6	+3	62	Trap sense +3
12	Bbn6/Rog6	+10	+7	+7	+4	65	Trap sense +4, feat (Great Cleave), ability increase
13	Bbn7/Rog6	+11	+7	+7	+4	72	Damage reduction 1/-
14	Bbn7/Rog7	+12	+7	+7	+4	75	Sneak attack +4d6
15	Bbn8/Rog7	+13	+8	+7	+4	82	Rage 3/day, feat (Greater Resiliency*)
16	Bbn8/Rog8	+14	+8	+8	+4	85	Ability increase
17	Bbn9/Rog8	+15	+8	+9	+5	92	Trap sense +5
18	Bbn9/Rog9	+15	+9	+9	+6	95	Sneak attack +5d6, Trap sense +6, feat (Iron Will)
19	Bbn10/Rog9	+16	+10	+9	+6	102	Damage reduction 2/-
20	Bbn10/Rog10	+17	+10	+10	+6	105	Rogue special ability, ability increase

Compared to a Single Class Rogue

Advantages: Significantly better hit points, proficient with all simple and martial weapons, access to barbarian's rage abilities.

Disadvantages: Slower access to rogue class skills, no access to rogue's higher level abilities, many skills affected by armor check penalties.

Character Choices

Barbarians and rogues share the uncanny dodge and trap sense abilities, as well as a number of skills. This allows characters with levels in both to utilize their skill points to continue advancing in important skills. They tend to focus on Climb (Str), Intimidate (Cha), Jump (Str), Listen (Wis), and Swim (Str). Many, however, allocate points to Hide (Dex) and Move Silently (Dex), improving their utility as scouts. They excel at finding traps by walking into them, but their abilities make them very likely to survive. Many adventuring parties like putting such characters "on point."

Barbarian/Sorcerer

The ogre has not eaten for days. The pain in his stomach is a constant source of fury. He wants nothing so much as to rip the flesh from some hapless victim, to feel hot blood on his chin and meat in his belly. The little scouting party from the orc tribe seems like a gift from Erythnul. One, a half-orc, falls slightly behind the rest of the scouts, and the ogre decides to take the straggler from hiding and attempt to escape with his victim before the rest of the scouts can react. To his surprise, the half-orc is ready for the attack. To his horror, the half-orc raises his hands, and a fan of fire leaps from the scout's fingertips.

A few levels of sorcerer grant some useful spells. The cost is that the character will never has as many hit points as a single-class barbarian or as good a base attack bonus. Barbarians who add a few levels of sorcerer should do so in order to learn a few specific, low-level spells that greatly improve their combat abilities. Spells like *shield* (especially when cast from an inexpensive wand) can drastically improve the barbarian's Armor Class, and spells like *bear's endurance* can enhance other aspect's of the barbarian's combat abilities.

The barbarian trades hit points, a favorable Fortitude saving throw progression, and base attack bonus for spells and a favorable Will saving throw progression. The barbarian/sorcerer needs to wear light armor, or none at all, in order to avoid spell failure. While it's an unlikely trade, barbarian/sorcerers often have very high Constitution scores and correspondingly high Concentration skill bonuses, making them deadly front-line spellcasters. The sorcerer gains hit points, a favorable Fortitude saving throw progression, a far better base attack bonus progression, and skill points. The most effective barbarian/sorcerer, however, focuses on using a limited selection of spells to enhance specific aspects of her combat abilities. In addition to the two excellent choices mentioned above, barbarians with four sorcerer levels will find the following spells useful: *blur, enlarge person, expeditious retreat, invisibility, jump, mirror image, ray of enfeeblement* (used only on creatures without spell resistance) *resist energy, see invisibility, spider climb*, and *true strike.*

Compared to a Single Class Barbarian

Advantages: Arcane spells, familiar, better Will saves, increased ability to use magic items.

Disadvantages:
Slower attack progression, limited access to high-level barbarian abilities.

Character Choices

Barbarians and sorcerers have no skills in common aside from Craft. Barbarian/sorcerers often spend their barbarian skill points on Intimidate (Cha), Listen (Wis), and Survival (Wis). They spend their sorcerer skill points on Concentration (Con), Spellcraft (Int), and Bluff (Cha). Feats are chosen both to improve spellcasting, including the ranged attack feats that begin with Point-Blank Shot since that improves their ray attacks, and to improve the

BARBARIAN/SORCERER MULTICLASS ADVANCMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Bbn1	+1	+2	+0	+0	12	Rage 1/day, fast movement, feat (Combat Casting)
2	Bbn1/Sor1	+1	+2	+0	+2	14	Summon familiar, access to 0- and 1st-level spells
3	Bbn2/Sor1	+2	+3	+0	+2	21	Uncanny dodge, feat (Rage Casting*)
4	Bbn2/Sor2	+3	+3	+0	+3	23	Ability increase
5	Bbn3/Sor2	+4	+3	+1	+4	30	Trap sense +1
6	Bbn3/Sor3	+4	+4	+2	+4	32	Feat (Dodge)
7	Bbn4/Sor3	+5	+5	+2	+4	39	Rage 2/day
8	Bbn4/Sor4	+6	+5	+2	+5	41	Access to 2nd-level spells, ability increase

*See Feats of Rage, below.

From this point, most characters advance as single-class barbarians. Every additional level of sorcerer reduces their access to barbarian abilities, slows their attack progression, and decreases their average hit points. Characters that gain a few more sorcerer levels can gain access to 3rd-level spells, allowing them to learn *displacement, fly,* or *heroism.*

BARBARIAN/WIZARD MULTICLASS ADVANCMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Bbn1	+1	+2	+0	+0	12	Rage 1/day, fast movement, feat (Combat Casting)
2	Bbn1/Wiz1	+1	+2	+0	+2	14	Summon familiar, Scribe Scroll, access to 0- and 1st-level spells
3	Bbn2/Wiz1	+2	+3	+0	+2	21	Uncanny dodge, feat (Rage Casting*)
4	Bbn2/Wiz2	+3	+3	+0	+3	23	Ability increase
5	Bbn3/Wiz2	+4	+3	+1	+4	30	Trap sense +1
6	Bbn3/Wiz3	+4	+4	+2	+4	32	Access to 2nd-level spells, feat (Dodge)

From this point, most character advance as single-class barbarians. Every additional level of wizard reduces their access to barbarian abilities, slows their attack progression, and decreases their average hit points.

character's survivability. Such characters focus on spells that are unaffected by duration (which is usually determined by caster level) and spell resistance. For example, *bull's strength* suits such a character, while *summon monster I* does not because of its short duration.

Barbarian/Wizard

The orc war chief is unhappy about bringing his half-orc cousin on the raid. His cousin is too clever for a true orc, and often neglects the purity of simple, straightforward tactics. Even worse, his cousin knows the magic of words, and he can make marks that convey meaning to others outside the tribe with the same magic. This is a troubling thing, and surely an affront to Gruumsh. When the raiders fall upon the caravan, an unarmored human begins what the war chief recognizes as a spell, perhaps even a dreaded *fireball.* His cousin steps between the human and the raiders, raises his own hands, and speaks in a language the chieftain does not understand. He does understand the horror and confusion on the human's face when his spell fails, and as the orcs resume their attack, he revises his opinion about his bookish cousin.

The advantages and disadvantages to this combination are similar to those of the barbarian/sorcerer. This combination trades the sorcerer's spontaneous casting ability for the wizard's increased access to arcane spells. Of all the races, elves are most likely to combine these classes. Wizard is their favored class, and unlike half-orcs, they have no penalty to Intelligence. This combination works best for elves and half-orcs with unusually high Intelligence scores.

The barbarian trades hit points, a favorable Fortitude saving throw progression, and base attack bonus for spells and a favorable Will saving throw progression. The barbarian/wizard needs to wear light armor, or none at all, in order to avoid spell failure. The most effective barbarian/wizard focuses on using a limited selection of spells to enhance specific aspects of her combat abilities. In addition to the two excellent choices mentioned above, barbarians with four sorcerer levels will find the following spells useful: *blur, enlarge person, expeditious retreat, invisibility, jump, mirror image, ray of enfeeblement* (used only on creatures without spell resistance) *resist energy, see invisibility, spider climb,* and *true strike.*

Compared to a Single Class Barbarian

Advantages: Arcane spells, famliar, better Will saves, increased ability to use magic items.

Disadvantages: Slower attack progression, limited access to high-level barbarian abilities, weaker Fortitude saves.

Character Choices

Barbarians and wizards have no skills in common other than Craft. Barbarian/wizards often spend their barbarian skill points on Intimidate (Cha), Listen (Wis), and Survival (Wis). They spend their wizard skill points on Concentration (Con), Spellcraft (Int), and Knowledge (Int), particularly those Knowledge skills that provide information about the monsters they're likely to face. Feats are chosen both to improve spellcasting, including the ranged attack tree that begins with Point-Blank Shot since that improves their ray attacks, and to improve the character's survivability. Such characters focus on spells that enhance their combat abilities. For example, *bull's strength* suits such a character, while

summon monster I does not because of its short duration.

FEATS OF RAGE

These are updated and new feats that require the ability to rage.

Rage Casting [General]

Your rage does not prevent you from casting certain spells.

Prerequisites: Ability to cast 1st-level spells, Combat Casting, Quicken Spell, Concentration 5 ranks, ability to rage or frenzy.

Benefit: When raging, you can cast spells that you can cast as a free action. This includes spells that have been quickened with the Quicken Spell feat. You can also activate magic items by spell trigger, spell completion, or command word.

Normal: The barbarian's rage ability prohibits spellcasting. When raging, a barbarian cannot cast spells or use a magic item activated by a spell trigger, spell completion, or command word.

Raging Bull Rush [General]

Your rage can hurl opponents back from you.

Prerequisites: Str 13, Power Attack, Improved Bull Rush, ability to rage or frenzy.

Benefit: When you're raging and make a bull rush attack, you gain a +4 bonus on the opposed Strength check you make to push back the defender. This bonus stacks with the +4 bonus from Improved Bull Rush.

Raging Overrun [General]

Your rage enhances your ability to run down opponents.

Prerequisites: Str 13, Power Attack, Improved Overrun, ability to rage or frenzy.

Benefit: When you're raging and attempt to overrun an opponent, you gain a +4 bonus on your Strength check to knock down your opponent. This bonus stacks with the +4 bonus from Improved Overrun.

Raging Spell Penetration [General]

Your rage brings power to your spells, breaking through spell resistance more readily than normal.

Prerequisites: Ability to cast 1st-level spells, Combat Casting, Concentration 5 ranks, Rage Casting, Spell Penetration, ability to rage or frenzy.

Benefit: You can sacrifice a daily use of rage to gain a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the +2 bonus from Spell Penetration and lasts a number of rounds equal to 3 + your Constitution modifier, after which you lose the bonus provided by this feat and become fatigued (-2 penalty to Strength, -2 penalty to Dexterity, change charge or run) for the duration of the current encounter.

Raging Sunder [General]

Your rage improves your attacks against your opponents' weapons and shields.

Prerequisites: Str 13, Power Attack, Improved Sunder, ability to rage or frenzy

Benefit: When you're raging, you gain a +4 bonus on any attack roll made to attack an object held or carried by another character. This bonus stacks with the +4 bonus from Improved Sunder. D

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SPECIALIST FIGHTERS

Variant Fighter Classes for Your Game

by Clifford Horrowitz · illustrated by Todd Harris · cartography by Mike May

The fighter class allows you to create an archer, a dervish, a flail-wielding foot soldier, a mounted knight, and a host of other character types. With its wide range of bonus feats, the fighter class accommodates all types of men-at-arms. However, there are times when the fighter class is nearly right for a concept, but not quite there. Shouldn't a fighter who trains in the wilderness have Survival as a class skill? Shouldn't a master of the shield have a few more options available for that shield? When the answer is yes, a specialist fighter might be the answer.

The classes presented below are core classes, meaning that they have no entry requirements and advance through 20 levels. Since they are all derivates of the fighter, they share many common traits with that class. Unless otherwise noted, a specialist fighter progresses through levels and has the same class features as the standard fighter class. Changes to class features are noted under each specialist fighter's description, and class features of the same name replace class features of the fighter. Levels of a specialist fighter class count as levels of the fighter class to qualify for feats like Weapon Specialization and other game elements.

These classes are to the fighter what specialist wizards are to the wizard core class, and as such, they also share some of the same restrictions specialist wizards face. A character can choose to take the fighter class or a specialist fighter class, but once the choice is made, the character can't then multiclass into the fighter class or a different specialist fighter class.

BODYGUARD

While anyone suspicious, alert, and tough enough can serve as a guard, the bodyguard is a warrior specifically trained to protect a charge. Bodyguards need to be just as adept in battle as any other fighter, but they cannot content themselves with that. In any situation, their first thought must be not how to defeat the enemy, but how to best protect their charge. They remain alert for ambushes, test food for poison, and identify liars and deceivers. Many bodyguards become skilled bargainers so that they can deal with situations that force of arms cannot solve.

Class Skills

The bodyguard's class skills (and the key ability for each skill) are Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Class Features

All the following are class features of the bodyguard.

Bonus Feats: The bodyguard gains bonus feats as the normal fighter class does, but the bodyguard must select bonus feats from the following list: Alertness, Animal Affinity, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Critical, Improved Disarm, Improved Initiative, Improved Shield Bash, Improved Trip, Investigator, Iron Will, Lightning Reflexes, Mobility, Negotiator, Persuasive, Power Attack, Quick Draw, Run, Spring Attack, Toughness, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The bodyguard can choose any of the following special abilities in place of a bonus feat:

Cover: The bodyguard can give an adjacent creature the benefit of her shield bonus to Armor Class or the dodge bonus provided by use of the Combat Expertise feat, or both, as a free action. If the bodyguard wishes, she may give her shield bonus to one adjacent creature and her dodge bonus due to Combat Expertise to a different adjacent creature as a free action. When the bodyguard does this, she does not gain these benefits to her AC. If an adjacent creature gaining protection moves more than 5 feet from the bodyguard, it immediately loses the defensive bonus. The dodge bonus or shield bonus provided by the bodyguard stack with such bonuses the protected character already has.

Clear the Path: The bodyguard gains the Cleave and Great Cleave feats, but they only apply when the bodyguard fights defensively, uses the Combat Expertise feat, or gives her shield bonus to another creature by using the cover special ability.

COMMANDER

Commanders are soldiers trained in recognizing and using other's

abilities in battle along with their own skill. These men and women can lead hordes and armies, take charge of a battalion of soldiers, or even direct a small group of elite troops, such as a party of adventurers.

Class Skills

The commander's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (architecture and engineering) (Int), Profession (siege engineer) (Wis), Ride (Dex), Sense Motive (Cha), and Spot (Wis).

Class Features

All the following are class features of the commander.

Bonus Feats: The commander gains bonus feats as the normal fighter class does, but the commander must select bonus feats from the following list: Alertness, Animal Affinity, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Great Fortitude, Greater Weapon Focus, Improved Bull Rush, Improved Critical, Improved Initiative, Improved Overrun, Improved Shield Bash, Iron Will, Leadership, Mobility, Mounted Combat, Negotiator, Persuasive, Power Attack, Quick Draw, Spring Attack, Toughness, Trample, Weapon Focus, Whirlwind Attack.

Special Abilities: The commander can choose any of the following special abilities in place of a bonus feat:

Helpful Hints: By standing back and surveying a fight, the commander can shout quick directions to his comrades, pointing out openings and incoming attacks. This allows the commander to use the aid another action from up to 60 feet away, giving an ally in melee combat with an opponent a +2 bonus to her next attack roll against that opponent or a +2 bonus to AC for the next attack against her that opponent makes, so long as the attack comes before the commander's next turn. The commander must use a standard action and successfully make an attack roll against AC 10 as normal. In addition, the ally must be able to hear and understand the commander.

Rousing Speech: Whether it's before the battle or in the midst of it, commanders have a way of delivering stirring speeches that inspire those who stand with them. As a full-round action that does not provoke an attack of opportunity, the commander can give such a speech to his companions, providing allies within 60 feet with a +1 morale bonus to attacks for 1 round. The commander must succeed at a Diplomacy check (DC 15). The effects of his speech last 1 additional round for each point by which the commander's roll exceeds the DC. The commander may use this ability once per day for every two commander class levels he has; he cannot take this ability until 2nd level.

CORSAIR

The corsair is a marine warrior as deadly with her blade as any landlubber soldier and twice as dangerous in her home territory—the shifting decks of a ship. She scorns heavy armor for fear of drowning, but that only forces her to be more skillful, cagey, and dangerous. Prettier pirates might charm their victims into giving over riches; the corsair takes plunder by might.

Class Skills

The corsair's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Climb (Str), Craft (Int), Jump (Str), Profession (sailor) (Wis), Use Rope (Dex), Spot (Wis), and Swim (Str).

Class Features

All the following are class features of the corsair.

Weapon and Armor Proficiency: The corsair is proficient in the use of all simple and martial weapons, with light armor, and with shields (except tower shields).

Bonus Feats: The corsair gains bonus feats as the normal fighter class does, but the corsair must select bonus feats from the following list: Acrobatic, Agile, Athletic, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Great Cleave, Great Fortitude, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Initiative, Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Power Attack, Quick Draw, Skill Focus (any class skill), Toughness, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus, Weapon Specialization.

Special Abilities: The corsair gains one of the following special abilities for free at 1st and 2nd level and may choose any of the following special abilities in place of a bonus feat:

Climb-Fighting: The corsair becomes so used to fighting in the rigging of a ship that she is no longer considered flat footed when climbing.

Rope Movement: The corsair may use the Use Rope skill in place of Tumble when trying to move through threatened areas, provided there is rigging, rope, vine, or something else from which she can swing. Like with Tumble, 5 or more ranks in Jump grant a +2 synergy bonus to Use Rope checks made to tumble past foes.

Slow Fall: Whenever the corsair is within reach of a sail, tapestry, or similar item, she may use it to slow her fall provided she has a bladed weapon in her hand, driving the blade through the cloth and riding it down. A corsair with this ability could also use a rope or pole to slow her fall provided it can fit in her hand. When using this ability, the corsair treats the fall as 30 feet shorter than its actual distance for purposes of calculating damage. The corsair may take this ability multiple times, and the distance stacks each time, but the corsair can only slow her fall for the length of the cloth or rope. The corsair can additionally use the Jump and Tumble skills to treat the fall as a shorter distance if she wishes.

Swinging Bull Rush: Grabbing a rope and swinging hard, the corsair plants both heels into an opponent, sending him stumbling back. If the corsair can swing from something while making a bull rush attack, she can use the momentum to her benefit. For every 5 feet swung in the attack, add +1 to the opposed Strength check. If the corsair wins the opposed check, she forces the opponent back an additional 5 feet; the corsair does not need to move with the opponent for these 5 feet. This attack still provokes an attack of opportunity unless the corsair has the Improved Bull Rush feat. (See "Power Fantasy" in issue #306 for rules on rope swinging.)

Big Breath: The corsair learns to control her need for air. When she must start making Constitution checks to avoid drowning, the corsair only needs to make the check every other round. The check still increases by one each time, but because a check is made every other round, it increases at half the normal rate.

Ocean Tangle: When grappling underwater, the corsair's expertise in swimming grants her mobility denied to other creatures. Whenever the corsair is in water deep enough to swim in, she can use a Swim check instead of a grapple check in any opposed grapple check.

EXOTICIST

Some fighters train so they can seek adventure. Others turn their training into an adventure. Exoticists forgo training in traditional, mundane weapons and focus solely on the rare and bizarre. They rely not only on their ability to wield these weapons, but on their opponent's inability to counter them.

Class Skills

The exoticist's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Swim (Str), and Tumble (Dex).

Class Features

All the following are class features of the exoticist.

Weapon and Armor Proficiency: The exoticist is proficient in the use of simple weapons, all armor (heavy, medium, and light), and shields (including tower shields). The exoticist also gains proficiency with four exotic weapons at 1st level.

Bonus Feats: The exoticist gains bonus feats as the normal fighter class does, but the exoticist must select bonus feats from the following list (any of the bonus feats that apply to a specific kind of weapon must be applied to an exotic weapon that the exoticist is proficient with): Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Far Shot, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Precise Shot, Improved Sunder, Improved Two-Weapon Fighting, Lightning Reflexes, Manyshot, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Shot on the Run, Spring Attack, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The exoticist may choose any of the following in place of a bonus feat. To use any of the abilities described below, the exoticist must wield an exotic weapon with which she is proficient.

Dazzling Display: By making a flamboyant display of her weapon, the exoticist hides attack maneuvers, suddenly lashing out with an unexpected blow. The exosticist gains a +4 bonus to Bluff checks to feint in combat.

Exotic Attack: The exoticist not only learns to wield strange weapons, but to wield them strangely, and this unusual technique is more difficult to counter. The exoticist gains a +2 bonus to opposed trip attempts she initiates using her exotic weapon and opposed disarm rolls.

Strange Strike: The exoticist learns to fully exploit her knowledge of exotic fighting styles. She gains a +1 competence bonus to all attack rolls if her opponent is not proficient with the weapon the exoticist wields.

FENCER

Some fight for riches, others for the love of combat. The fencer fights for pride and personal honor. He is a refined warrior trained in a specialized style of combat steeped in ritual and rule, for only a proper fight will satisfy his honor. Some call him a dandy or a fop, but few would dare say so to his face. He might stink of expensive perfume and lack the calluses of labor on his hands, but his sword is as sharp as any grizzled mercenary's, and his life of luxury only leaves him more time to train—as the foolish learn the hard way.

Class Skills

The fencer's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Ride (Dex), and Tumble (Dex).

Class Features

All the following are class features of the fencer.

Weapon and Armor Proficiency: The fencer is proficient in the use of all simple and martial weapons, with light armor, and with the buckler.

Bonus Feats: The fencer gains bonus feats as the normal fighter class does, but the fencer must select bonus feats from the following list: Acrobatic, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Disarm, Improved Feint, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Persuasive, Quick Draw, Shield Proficiency, Skill Focus (any class skill), Spring Attack, Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse, Weapon Focus, Weapon Specialization.

Special Abilities: Starting at 4th level, the fencer may choose any of the following special abilities in place of a bonus feat:

Encouraging Blow: Whenever the fencer scores a threat against an opponent, regardless of whether it becomes a successful critical, he gains a +3 morale bonus to his Armor Class against that foe's attacks for a number of rounds equal to his Charisma bonus (minimum of 1). If the threat becomes a critical, double the morale bonus. This ability does not work against creatures with an Intelligence score lower than 3 or those immune to mind-influencing effects.

Denigrating Banter: The fencer's method of fighting assaults his opponent's self-confidence and pride. Taunts and jibes are as integral to his methods as feints and thrusts. However, an accomplished fencer can do more than insult his opponent; he can add great weight to his superior air, cowing others. As a standard action, the fencer may bait and taunt a foe. The fencer and the target creature make an opposed Charisma check. If the target creature fails to equal the fencer's Charisma check, its base attack bonus is penalized by -2. This penalty increases by one for every 5 points by which the creature failed to equal the fencer's Charisma check. If the target's base attack bonus slips below the minimum required for any feat, special ability, or prestige class she possesses, she loses use of it until her base attack bonus again meets the requirement. A target whose base attack falls below what is needed to make multiple attacks with a full attack loses the appropriate number of attacks. This effect lasts a number of rounds equal to the fencer's Charisma bonus plus 1 (minimum of 1). The effects of multiple denigrating banter attempts do not stack. This is a language-dependant, sonic, mind-affecting effect. Creatures who cannot understand or hear the fencer are

immune. A fencer may use this ability a number of times per day equal to 3 + his Charisma bonus.

Insurmountable Counter: With a quick read of his opponent, the fencer identifies one of his foe's techniques and assumes a fighting posture that nullifies it. When attacked by a foe using Power Attack or Combat Expertise, the fencer gains a +2 dodge bonus to AC.

HORSEMAN

Horsemen trade encumbering armor for enhanced mobility and swap a single devastating lance charge for a series of punishing ride-by attacks. Rather than run roughshod over the front lines, these warriors weave their way through the ranks and leave trails of corpses behind them.

Class Skills

The horseman's class skills (and the key ability for each skill) are Balance (Dex), Craft (Int), Handle Animal (Cha), Jump (Str), Ride (Dex), and Tumble (Dex).

Class Features

All the following are class features of the horseman.

Weapon and Armor Proficiency: The horseman is proficient in the use of all simple and martial weapons, light armor, and shields (except tower shields).

Bonus Feats: The horseman gains bonus feats as the normal fighter class does, but the horseman must select bonus feats from the following list: Combat Expertise, Combat Reflexes, Cleave, Dodge, Exotic Weapon Proficiency, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Sunder, Lightning Reflexes, Mobility, Mounted Archery, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Finesse, Weapon Focus, Weapon Specialization.

Special Abilities: The horseman may choose any of the following special abilities instead of a bonus feat.

Quick Turn: When making a charge on a mount, the horseman may make a number of turns, each not more than 90 degrees, equal to the mount's Dexterity modifier. To do this, the horseman must succeed at a Ride check (DC 15) at each turn or the charge becomes a double move and the mount cannot attack.

Share Shield: The horseman may share his shield bonus with his mount as a move action by making a successful Ride check (DC 15).

Spur: The horseman can urge his mount to greater speeds, adding 10 feet to the mount's base speed for one round. A mount can be spurred a number of times per day equal to its Constitution bonus.

Steady Hand: The horseman develops such a sense of trust with his mount that he can help it overcome its primal fears and foreign influences. Any time the mount must succeed at a Will save to overcome a mind-influencing effect, the horseman may make a Ride check (DC 10 + spell DC). If successful, treat the roll as a successful Will save for the mount.

KENSAI

Instead of investing their time in learning how to wield all manner of weapons, some warriors spend all of their time training with a single melee weapon and become masters of it almost from the start of their adventuring careers. These warriors are known as kensai. Although the word literally means "sword saint," a kensai can devote herself to any weapon she chooses. There are kensai of axes, maces, even flails and spiked chains. What defines the kensai is the single-minded devotion to a particular weapon, not the weapon itself.

Class Skills

The kensai's class skills (and the key ability for each skill) are Balance (Dex), Concentration (Con), Craft (Int), Jump (Str), Tumble (Dex), and Swim (Str).

Class Features

All the following are class features of the kensai.

Weapon and Armor Proficiency: The kensai is proficient in the use of all simple weapons, light armor, and a single martial or exotic melee weapon that is the kensai's chosen weapon.

Bonus Feats: The kensai does not gain a bonus feat at 1st level like the normal fighter class does. Instead, the kensai gains a +1 bonus to all attack and damage rolls with her chosen weapon. This bonus increases by +1 at 5th level and increases by +1 again every five levels thereafter.

The kensai gains bonus feats as the normal fighter class does, but the kensai must select bonus feats from the following list (any of the bonus feats that apply to a specific kind of weapon must be applied to the kensai's chosen weapon): Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Sunder, Improved-Two Weapon Fighting, Lightning Reflexes, Mobility, Power Attack, Quick Draw, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The kensai can choose any of the following special abilities in place of a bonus feat. These abilities only apply to the kensai's chosen weapon.

Rain of Blows: When taking the full attack action with her chosen weapon, the kensai can choose to suffer a -3 penalty to all attack rolls in the round and make an additional melee attack with her chosen weapon at her highest attack bonus.

Storm of Blows: When taking the full attack action with her chosen weapon, the kensai can suffer a -6 penalty to all attack rolls in the round and make two additional melee attacks with her chosen weapon at her highest attack bonus. The kensai must have the rain of blows special ability to take this ability.

KNIGHT

Knights, both good and bad, are the masters of mounted combat and command, and the elite of noble soldiers. Only after many years of menial tasks, such as tending to the horses, taking care of the weapons and armor, and fixing meals, all occasionally broken up with lessons from a master, does a squire graduate to knighthood. Those without the perseverance to complete the apprenticeship never earn the title "Sir."

Class Skills

The knight's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), and Ride (Dex).

Class Features

All the following are class features of the knight.

Weapon and Armor Proficiency: The knight is proficient in the use of all simple and martial weapons, all armor (heavy, medium, and light), and shields (except tower shields).

Bonus Feats: The knight gains bonus feats as the normal fighter class does, but the knight must select bonus feats from the following list: Athletic, Combat Reflexes, Cleave, Exotic Weapon Proficiency, Great Cleave, Great Fortitude, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Bull Rush, Improved Overrun, Improved Sunder, Mobility, Mounted Combat, Negotiator, Power Attack, Ride-By Attack, Spirited Charge, Toughness, Trample, Weapon Focus, Weapon Specialization.

Special Abilities: The knight may choose any of the following special abilities in place of a bonus feat:

Hard Charge: When a knight makes a mounted charge, both the knight's and the mount's attacks gain a +2 bonus to damage so long as the mount has moved a distance equal to or greater than its speed.

Jousting Charge: If the knight has a heavy or light shield readied when making a mounted charge, he does not suffer a -2 penalty to his Armor Class (but his mount still does).

Staggered Gait: If the knight successfully overruns an opponent using the Trample feat, his mount may take a -2 penalty to all its attack rolls for the round in order to gain a second hoof attack against the tripped opponent. The knight must have the Trample feat to take this ability.

Vicious Mount: The knight works with his mount to make it especially potent when it attacks. The mount's attacks gain a +1 bonus to damage when the knight is riding the mount.

PUGILIST

Pugilists don't waste time learning a large assortment of weapons. Instead they master the simplest of weapons: their own hands. They are boxers and brawlers; tough people who punch hard and weather savage beatings. While often harsh in their fighting and brutal in their appearance, they are, by the very nature of their fighting style, more merciful than most. While fights with more traditionally armed fighters end with dead littering the ground, fights with pugilists end with battered, unconscious opponents.

Class Skills

The pugilist's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Intimidate (Cha), Sense Motive (Wis), Spot (Wis), and Swim (Str).

Class Features

All the following are class features of the pugilist.

Weapon and Armor Proficiency: The pugilist is proficient in the use of all simple weapons and with all armor (heavy, medium, and light).

Bonus Feats: The pugilist gains bonus feats as the normal fighter class does, but the pugilist must select bonus feats from the following list (any of the bonus feats that apply to a specific kind of weapon must be applied to unarmed strike): Alertness, Athletic, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Great Cleave, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Trip, Improved Two-Weapon Fighting, Mobility, Persuasive, Power Attack, Snatch Arrows, Spring Attack, Stunning Fist, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The pugilist gains the Improved Unarmed Strike and Endurance feats for free at 1st level. In addition, her unarmed strikes inflict 1d4 points of damage per strike. Small pugilists inflict 1d3 points of damage. The pugilist may choose any of the following special abilities in place of a bonus feat:

Combo: The pugilist practices a series of blows designed to flow one after the other, each one setting up the next. When using a combo, average the pugilist's first two unarmed strike attacks in a full attack and use the resulting bonus for both strikes. For example, a pugilist with a +10/+5 attack progression has a +7/+7 attack progression when using a combo. The pugilist can take this ability more than once, each time adding one more attack gained from a high base attack bonus to the combo.

Heavy Hitting: The pugilist's unarmed strikes inflict an extra +2 nonlethal damage, even when the pugilist strikes to deal lethal damage. The pugilist can take this ability multiple times but cannot take it until 2nd level.

Iron Jaw: Whenever the pugilist suffers nonlethal damage, the damage is reduced by a number equal to the pugilist's Constitution bonus. The pugilist also gains a +1 bonus to saves to resist any attack

FOR YOUR CAMPAIGN

Prestige classes exist to fill certain niches in a campaign world. If your world has a famous sword school that only takes select applicants, a prestige class representing students and masters of this school fits nicely into your game. The problem is that prestige classes all have requirements. By their nature, they are completely off limits to starting characters and to many NPCs. While this is part of the concept, it eliminates the possibility of making specialized niches available to your PCs at low levels.

This is where alternate core classes can help. Perhaps a PC trained in a school of expert swordsmen. He could take the Weapon Focus feat and consider that sufficient. But if you want to showcase the significance of this background more, you could say that all fighters trained at this particular school are kensai of a given weapon. Immediately the character's role is a bit more specialized; his starting concept and class fit into a campaign niche.

The article "Campaigning With Class," found in DRAGON #293, suggests using a selection of prestige classes to help define your campaign world. You can use the same method with these core class variants. Instead of seeding the world with general fighters, you might instead remove the base class and replace it with a sampling of variants. If all fighters in a game were bodyguards or survivalists, the campaign would have a very different feel than if all fighters were fencers or pugilists.

Also, this article assumes that any specialist fighter class counts as the fighter class for a race's favored class, but this doesn't have to be the case. Perhaps dwarves only have shield bearer as their favored class, or maybe elves have the fencer as a favored class in addition to wizard.

that would leave her stunned.

Shake it Off: The pugilist develops non-lethal damage only and reduces the duration of all stunning effects by 1 round, with a minimum of 1 round. The pugilist can take this ability multiple times; its effects stack.

SHIELD BEARER

Shield bearers are fighters that make the shield their primary focus instead of their weapon. While certainly proficient with a blade, shield bearers possess unparalleled mastery of armor and shields. They often surprise opponents with their technique, parrying with their weapons while smashing back with their shields. When violence comes, they charge to the front ranks, for they are melee fighters first and foremost, eschewing most ranged weapons because of their incompatibility with the warriors' beloved shields.

Class Skills

The shield bearer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), and Ride (Dex).

Class Features

All the following are class features of the shield bearer.

Weapon and Armor Proficiency: The shield bearer is proficient in the use of all simple and martial weapons, all armor (heavy, medium, and light), and shields (including tower shields). In addition, shield bearers are proficient with armor spikes.

Bonus Feats: Shield bearers must take the Improved Shield Bash feat as their first fighter bonus feat. The shield bearer otherwise gains bonus feats as the normal fighter class does, but she must select bonus feats from the following list (any of the bonus feats that apply to a specific kind of weapon must be applied to a type of shield for the purposes of making shield bash attacks): Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Great Cleave, Great Fortitude, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Trip, Improved Two-Weapon Fighting, Mobility, Persuasive, Power Attack, Spring Attack, Stunning Fist, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization, Whirlwind Attack.

Special Abilities: The shield bearer may choose any of the following special abilities in place of a bonus feat:

Armored Gait: Choose one type of armor, such as a breastplate. The shield bearer treats the armor as one weight category lighter for determining speed penalties. This does not reduce the armor's weight category for the barbarian bonus movement, ranger class abilities, or other abilities dependent on the armor's weight category. Thus medium armor would not hinder her speed, while heavy armor would still reduce it, but still allow her to run at four times her normal rate. The shield bearer may take this ability multiple times, but each time it applies to a new type of armor.

Armored Grace: Choose one type of armor, such as a breastplate. The shield bearer increases the maximum Dexterity bonus of the armor by one when she wears it. The shield bearer may take this ability multiple times, but each time it applies to a new type of armor.

Armor Optimization: Choose one type of armor, such as a breastplate. The shield bearer adds +1 to the armor bonus of this armor when she wears it, learning to twist and shift in order to take blows on the most protective parts of the armor. The shield bearer loses this bonus whenever she is denied her Dexterity bonus to AC. The shield bearer may take this ability multiple times, but each time it applies to a new type of armor.

Fortification: Choose one type of armor, such as a breastplate. The shield bearer adds +2 to the armor bonus of this armor, but this bonus only applies when an opponent is rolling to confirm a critical hit. This armor bonus stacks with all other armor bonuses, including Armor Optimization. The shield bearer may take this ability multiple times, but each time it applies to a new type of armor.

Shield Strike: The shield bearer may use her shield in place of an unarmed attack to perform special maneuvers. Treat the Shield Strike ability as the Improved Unarmed Attack feat for purposes of taking other feats in the unarmed attack chain, such as Stunning Fist and Deflect Arrows. Instead of having a free hand, the shield bearer must have her shield readied in order to use these feats.

SURVIVALIST

Survivalists are not nature lovers. They do not see themselves as a part of the wilds, and if they had a choice, they would stay within the confines of civilization. Unfortunately, dangers sometimes force people out of the cities, and when that happens, the survivalist is prepared. These people might not love the wilderness, but they can trap game, make shelter, and find fresh water.

Class Skills

The survivalist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Hide (Dex), Jump (Str), Move Silently (Dex), Survival (Wis), Swim (Str), and Use Rope (Dex).

Class Features

All the following are class features of the survivalist.

Weapon and Armor Proficiency: The survivalist is trained in the use of all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

Bonus Feats: The survivalist gains bonus feats as the normal fighter class does, but the survivalist must select bonus feats from the following list: Blind-Fight, Combat Expertise, Combat Reflexes, Diehard, Dodge, Endurance, Far Shot, Great Fortitude, Greater Weapon Focus, Greater Weapon Specialization, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Grapple, Improved Initiative, Improved Overrun, Improved Precise Shot, Improved Trip, Improved Unarmed Strike, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Power Attack, Precise Shot, Run, Self-Sufficient, Shot on the Run, Skill Focus (any class skill), Spring Attack, Stealthy, Toughness, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, Weapon Specialization.

TARGETTEER

There are archers, there are marksmen, and then there is the targetteer. Focusing on the totality of ranged combat rather than settling on a single weapon, the targetteer is a dangerous opponent, for he possesses a reach often longer than it first appears and deadly accuracy.

Class Skills

The targetteer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Hide (Dex), Move Silently (Dex), Profession (Wis), and Ride (Dex).

Class Features

All the following are class features of the targetteer.

Weapon and Armor Proficiency: The targetteer is trained in the use of all simple weapons, all ranged martial weapons, with all armors (light, medium, and heavy), and with the buckler. He may also choose two exotic weapon proficiencies at first level, but these must be ranged weapons.

Bonus Feats: The targetteer gains bonus feats as the normal fighter class does, but the targetteer must select bonus feats from the following list: Dodge, Exotic Weapon Proficiency, Far Shot, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Improved Precise Shot, Improved Unarmed Strike, Lightning Reflexes, Martial Weapon Proficiency, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Run, Shot on the Run, Stealthy, Weapon Focus, Weapon Specialization.

Special Abilities: The targetteer may choose any of the following special abilities in place of a bonus feat:

Arrow Swarm: By taking a -5 penalty to all attack rolls for a round, the targetteer may make two additional ranged attacks at his highest attack bonus. The targetteer must have the Rapid Shot feat to take this ability and must be making a full attack to make use of Arrow Swarm.

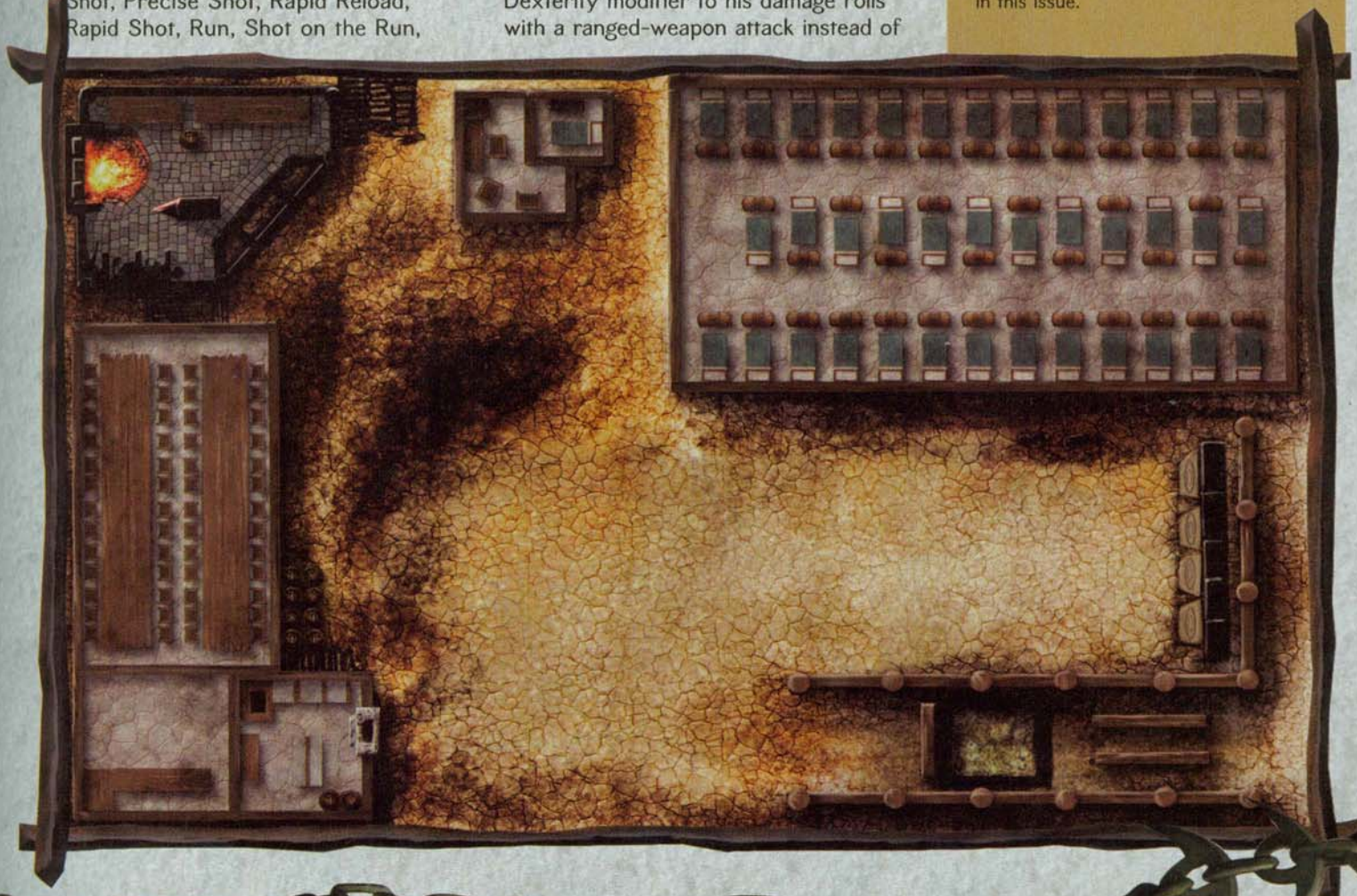
Sniper: When using the full attack option, the targetteer can sacrifice attacks to gain deadly accuracy. For each attack from a full attack sacrificed, the threat range of the targetteer's weapon increases by 1. Thus if the targetteer's ranged attack normally has a threat range of 19-20, sacrificing one attack from a full attack would increase the threat range to 18-20. A sacrificed attack only enhances the next attack. However, a targetteer can sacrifice multiple attacks to further increase the threat range. A targetteer cannot sacrifice all attacks from a full attack action.

Vital Aim: The targetteer may add his Dexterity modifier to his damage rolls with a ranged-weapon attack instead of his Strength bonus. The targetteer cannot replace a Strength penalty to damage rolls with his Dexterity modifier unless his Dexterity modifier is also a penalty. The targetteer cannot use his Dexterity modifier to replace his Strength modifier when attacking creatures immune to critical hits. D

FIGHTER'S BARRACKS

This map shows a barracks, stables, training area, and a large forge. It could be used as a the training school for a fighter character, a small fort, or the barracks for part of a city's army. DMs might also use it as the encampment of regimented hobgoblins or some other lawful-aligned race.

For more inspiration about how to use this map, see the other maps presented in this issue.



Variant Fist

New Monk Variants

by Andy Collins · illustrated by Todd Harris · cartography by Mike May

"You're no match for my Shao Lin monk!"
"Yeah, but I'll bury you with my Crouching Tiger!"
–Jay and Silent Bob Strike Back

The monk is simultaneously a versatile character class—with a wide range of class skills, 4 skill points per level, and a selection of bonus feats—and limited in its avenues of development. In a typical D&D campaign, monks are uncommon enough that each can strive to be unique, but in a game where monks are more common (such as a martial-arts action campaign), the one class doesn't really allow a lot of character development.

This article presents two different approaches to individualizing the monks in your campaign. The first retains all the class features of the *Player's Handbook* monk but allows greater diversity in fighting styles through the choice of bonus feats. The second presents a half-dozen class variants of the monk, each of which trades away one or more monk class features for those of other classes. In your campaign, you can pick and choose from these approaches, sampling a couple of fighting styles along with a variant or three, or simply adopt the whole range of options for a truly kaleidoscopic vision of martial-arts frenzy!

TRADITIONS OF MARTIAL COMBAT

In literature and lore, the combat styles and aptitudes of a martial artist—in D&D terms, a monk—depend greatly on where (or by whom) she was trained. The base monk class in the *Player's Handbook*, however, presents only a limited variety of options to personalize your monk.

This article presents a variety of specialized fighting styles, each dedicated to a particular tradition, art, or school. You can add as many or as few of these to your campaign as you desire, depending on how much variety you want in your campaign.

These fighting styles can serve a variety of purposes in your campaign. Each one might symbolize a different monastery, creating a rivalry (friendly or unfriendly) between their students. Perhaps a specific master teaches each style only to a few select students, meaning that a monk must prove herself worthy before pursuing the training. Or maybe each monk simply chooses her own way in life, styling herself after great martial artists of the past. Monks might vary by region or continent, or different races or types of creatures might practice martial arts in different ways.

A campaign steeped in martial arts might include several or all of these, plus additional styles created by the DM. On the other hand, a campaign where monks are less common might feature only one or two of these styles, with the rest either never discovered or lost to the mists of time.

SELECTING A FIGHTING STYLE

When your character gains her first level of monk (regardless of her character level), you must select a fighting style from those available in the campaign. This choice might dictate the school you have chosen to attend, the tradition you are studying, or the master who has taken you under his wing.

By selecting one of these fighting styles, you dictate which bonus feats you gain at 1st, 2nd, and 6th level (the levels at which a monk normally gains one of two bonus feats as listed in the *Player's Handbook*). You need not have the normal prerequisites in order to gain these feats.

In exchange for giving up this versatility, you get a +2 bonus to a single specific skill (listed in the style description) at 1st level.

Finally, you gain a bonus ability at 6th level if you have met the listed prerequisites by that time. If you haven't yet met the prerequisites, you don't gain the bonus ability, even if you meet the prerequisites at some later time.

You can turn away from your fighting style by selecting a different bonus feat at 1st, 2nd, or 6th level; however, if you do so you lose the skill bonus gained at 1st level and can never gain the bonus ability at 6th level (even if you meet the prerequisites).

Fighting Style Descriptions

Each fighting style includes contextual information to help you place it in your campaign, as well as brief notes on the tactics of a character who uses the style.

Skill Bonus: The character gains a +2 bonus to this skill at 1st level. This bonus is lost if the character turns away from her chosen style by selecting a different bonus feat at 1st, 2nd, or 6th level. A skill's inclusion in this entry doesn't change a cross-class skill to a class skill.

1st Level: The bonus feat gained with the character's first class level of monk.

2nd Level: The bonus feat gained with the character's second class level of monk.

6th Level: The bonus feat gained with the character's sixth class level of monk.

Bonus Ability: The class feature gained with the character's sixth class level of monk, as long as the character meets the listed prerequisites by the time she reaches that level (that is, after choosing her feats and spending her skill points from her sixth level of monk). If the character fails to meet these prerequisites, or has turned away from her chosen style by selecting a different bonus feat at 1st, 2nd, or 6th level, this bonus ability is forever lost.

Typical Alignment: The alignment traditionally associated with this style (if any). This is not a restriction, but merely indicates the most common alignment of those monks who follow the particular tradition. Monks of different alignments might be outcasts from the school, renegade warriors, or studying the tradition without her teachers realizing her true nature.

Sample Member: Some style entries include a sample NPC who practices that style. The DM can use these characters as allies, opponents, fellow students, or potential masters, as appropriate to the character and the campaign.

Cobra Strike

Monks of the Cobra Strike Academy specialize in agility and defense. Inspired by the lighting-fast strike of the venomous serpent, the Cobra Strike school of martial arts teaches its students to combine mobility with deadly accuracy. By making herself hard to pin down, the Cobra Strike monk forces the enemy to fight on her terms.

Although some claim the school was founded twelve centuries ago by a renegade yuan-ti, this is most likely an idle boast. Nevertheless, the masters of the Cobra Strike Academy are legendary for their cruel methods of teaching, a tradition that tends to create hard-hearted students. The masters of the school point to the lack of failed Cobra Strike students in the world as evidence of the efficiency of their methods, but many whisper that it more accurately points to the efficiency of the school in eliminating those who meet with the displeasure of the masters.

Skill Bonus: Escape Artist
1st Level: Dodge
2nd Level: Mobility
6th Level: Spring Attack
Bonus Ability: The dodge bonus to AC granted by your Dodge feat increases to +2. *Prerequisites:* Balance 4 ranks, Escape Artist 9 ranks.
Typical Alignment: Lawful evil
Sample Member: Eddarkar was one of the prize pupils of the Cobra Strike Academy until the day he elected to "graduate" by killing his teacher and three other students. Rather than drawing the ire of the other masters, this act garnered their respect. Today, Eddarkar walks the earth looking for enemies to test his skill.

Eddarkar: Male elf Mnk 6; CR 6; Medium humanoid (elf); HD 6d8, hp 29; Init +4; Spd 50 ft.; AC 19, touch 18, flat-footed 15; Base Atk +4; Grp +5; Atk +9 melee (1d6+1, masterwork kama) or +8 melee (1d8+1, unarmed strike); Full Atk +9 melee (1d6+1, masterwork kama) or +8/+8 melee (1d6+1, flurry of blows, masterwork kama) or +8 melee (1d8+1, unarmed strike) or +7/+7 melee (1d8+1, unarmed strike, flurry of blows); SA flurry of blows, *ki* strike (magic); SQ evasion, purity of body, slow fall 30 ft., still mind; AL LE; SV Fort +5, Ref +9, Will +7 (+11 vs. enchantment); Str 12, Dex 18, Con 11, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +8, Escape Artist +15, Hide +10, Jump +18, Listen +10, Search +4, Spot +10; Alertness, Dodge, Improved Unarmed Strike, Mobility, Quick Draw, Spring Attack, Weapon Finesse.

Possessions: Masterwork kamas (2), *ring of protection +1, amulet of natural armor +1, potion of cat's grace, potion of owl's wisdom,* 330 gp.

Denying Stance

The Denying Stance seeks to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error. An inherently defensive tradition, the Denying Stance was created many years ago by a halfling whose town was controlled by a gang of monks practicing the Overwhelming Attack style (see below). It spread like wildfire through the youth of the town, and within three years the cruel overlords had been driven out. Today, Denying Stance is widely practiced by those willing to learn the discipline of a patient defense.

Skill Bonus: Tumble
1st Level: Improved Grapple
2nd Level: Combat Reflexes
6th Level: Improved Disarm
Bonus Ability: When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus to grapple checks and disarm attempts. *Prerequisites:* Tumble 9 ranks, Combat Expertise.
Typical Alignment: Lawful good

Hand and Foot

Students of the Hand and Foot style learn to use their appendages for both offense and defense. This style closely resembles the "traditional" fighting style of the D&D monk, and thus is usually among the most common in any campaign that includes martial artists.

The origins of the Hand and Foot technique are lost to the mists of time. Today, it is taught in almost every town large enough to support a school of martial arts, and by solitary masters even in tiny villages. Its simple elegance and effectiveness ensures that it never goes completely out of style. Combining offense and defense, it is among the most well-rounded and balanced fighting styles practiced today.

Skill Bonus: Balance
1st Level: Stunning Fist
2nd Level: Deflect Arrows
6th Level: Improved Trip
Bonus Ability: You gain a +2 bonus to attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +4 bonus on Dexterity or Strength checks to avoid being tripped

or bull rushed. *Prerequisites:* Balance 9 ranks, Tumble 4 ranks.

Typical Alignment: Any lawful

Invisible Eye

Monks of the Invisible Eye rely on their other senses, particularly hearing, to aid them in combat. To the uninitiated, the style appears essentially defensive, yet a master of the Invisible Eye learns to turn defensive awareness into offensive prowess.

The Invisible Eye style was created by an order of monks who voluntarily blinded themselves in order to gain a deeper spiritual awareness. Thankfully to newer students, the modern teachers of the style don't demand such personal sacrifice. In memory of the founders of the style, however, all students spend the entire first year of their training blindfolded. These blindfolds are removed in a ceremony called "The Awakening."

Skill Bonus: Listen

1st Level: Combat Reflexes

2nd Level: Lightning Reflexes

6th Level: Blind-Fight

Bonus Ability: When unarmed and fighting defensively, using Combat Expertise, or using the total defense action, increase the dodge bonus to AC that you gain from using that tactic by +1. *Prerequisites:* Agile, Listen 9 ranks.

Typical Alignment: Lawful neutral

Sample Member: Due to his pacifistic nature, Korosh was a pariah among other ogre mages. By the time he was approaching adulthood, the cruel jibes of his folk turned to deadly abuse, and Korosh fled his home in shame. Assuming the form of a dwarf, he took refuge in a monastery and soon found the monks' teachings to his liking. On the day of Awakening, he resumed his normal form in plain view of all, and was surprised to be accepted regardless of his size. While Korosh knows he still has much to learn about his true place in the world, he feels more comfortable among the other monks of the Invisible Eye than anywhere else.

Korosh: Male ogre mage Mnk 2; CR 10; Large giant; HD 7d8+28, hp 60; Init +2; Spd 40 ft., fly 40 ft. (good); AC 21, touch 15, flat-footed 19; Base Atk +4; Grp +12; Atk +8 melee (1d8+5, unarmed strike); Full Atk +8 melee (1d8+5, unarmed strike) or +6/+6 melee (1d8+5, unarmed strike, flurry of blows); Space/Reach 10 ft./10 ft.; SA flurry of blows, spell-like abilities; SQ darkvision 60 ft., evasion, flight, low-light vision, regeneration 5, SR 19; AL LN; SV Fort +11, Ref +7, Will +8; Str 19, Dex 14, Con 19, Int 14, Wis 18, Cha 17.

Skills and Feats: Balance +4, Concentration +12, Jump +10, Listen +16, Spellcraft +10, Spot +12, Tumble +12; Combat Expertise, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form* it can fly at its normal speed and has perfect maneuverability.

MONKS' MARTIAL ARTS SCHOOL

The map above presents a walled monastery that could be the school of a monk character or of a rival school. If more than one character in the party has monk levels, perhaps both trained at this school. This map can also be used by a player to indicate her character's home or some other place from her character's history. For more inspiration about how to use this map, see the other maps presented in this issue.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

Spell-Like Abilities: At will—*darkness, invisibility;* 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form, polymorph, sleep* (DC 14). Caster level 9th. The save DCs are Charisma based.

Possessions: Amulet of mighty fists +1, bracers of armor +1, 500 gp.

Overwhelming Attack

A monk trained in the Overwhelming Attack style always presses the advantage, preferring all-out offense over any form of defense. Some monks trained in other styles accuse them of unnecessary brutality, but it's hard to argue with the results.

The Overwhelming Attack style is popular among the larger and stronger races, including half-orcs and even the occasional stone giant. It tends to be a very showy style, with many intimidating flourishes mixed in with devastating strikes. Monks who practice this style tend to be enemies of monks of the Denying Stance (see above), thanks to an old enmity between the two styles.

Skill Bonus: Intimidate
1st Level: Power Attack
2nd Level: Improved Bull Rush
6th Level: Improved Overrun
Bonus Ability: If you have used Intimidate to demoralize your opponent at any point within the previous 10 rounds, you gain a +4 bonus to Strength checks made to bull rush or overrun that opponent. *Prerequisites:* Intimidate 4 ranks, Perform (dance) 4 ranks.
Typical Alignment: Lawful neutral or lawful evil

Passive Way

The Passive Way focuses on making your opponent overreach himself or underestimate your skill. A monk who practices this style typically opens combat in a defensive stance, first taking measure of her opponent before stepping in to take advantage of a momentary opening in the opponent's defenses.

This complex style originated among the gith during their long enslavement by the mind flayers. Over the many generations, it has been passed down from teacher to student, usually in private tutelage. Today, the githzerai remain the most common practitioners of the style, although it is believed that some rare githyanki might also teach it to willing students.

Skill Bonus: Bluff
1st Level: Combat Expertise
2nd Level: Improved Trip
6th Level: Improved Feint
Bonus Ability: You gain a +4 bonus to Strength checks made to trip an opponent who is denied his Dexterity bonus to AC. *Prerequisites:* Bluff 4 ranks, Sense Motive 4 ranks, Skill Focus (Bluff).
Typical Alignment: Lawful neutral
Sample Member: L'Renci claims to be a direct descendant of one of the original githzerai creators of the Passive Way. Whether or not she speaks the truth is difficult to determine—although no master of the Passive Way claims her as a former student, she nevertheless displays all the skill and expertise of one trained in the style. She periodically appears at the doorsteps of masters teaching the style, expecting to be given favored treatment in exchange for her imparting a bit of wisdom to the students there. She takes poorly to those who question her claims.

L'Renci: female githzerai Mnk 6; CR 7; Medium humanoid (extraplanar); HD 6d8, hp 31; Init +9; Spd 50 ft.; AC 24, touch 24, flat-footed 19; Base Atk +4; Grp +6; Atk +10 melee (1d8+2, unarmed strike); Full Atk +10 melee (1d8+2, unarmed strike) or +9/+9 melee (1d8+2, unarmed strike, flurry of blows); SA flurry of blows, ki strike (magic); SQ darkvision, evasion, inertial armor, psionics, purity of body, slow fall 30 ft., SR 11, still mind; AL LN; SV Fort +5, Ref +10, Will +9 (+11 vs. enchantment); Str 14, Dex 21, Con 10, Int 10, Wis 18, Cha 8.

Skills and Feats: Balance +7, Bluff +8, Diplomacy +2, Jump +12, Sense Motive +13, Spot +13, Tumble +14; Combat Expertise, Improved Feint, Improved Initiative, Improved Trip, Improved Unarmed Strike, Skill Focus (Bluff), Weapon Finesse, Weapon Focus (unarmed strike).

Inertial Armor (Sp): Equivalent of a 1st-level spell, this ability grants the githzerai a +4 armor bonus to AC so long as the githzerai is conscious.

Psionics: 3/day—*daze* (DC 9), *feather fall, shatter* (DC 11). The save DCs are Charisma based.

Possessions: Gloves of Dexterity +2, brooch of shielding (75 points remaining), *potion of bull's strength.*

Sleeping Tiger

The Sleeping Tiger style mixes smooth motions with powerful strikes. It favors a quick, first-strike approach, preferably from a position of ambush.

This is among the more physically challenging of the known fighting styles, demanding a combination of strength and agility of those who would master it. For that reason, it is also one of the rarer styles, taught by only a handful of senseis throughout the lands. Even after you find one of these rare teachers, you must then undergo rigorous tests of body and mind to prove your worth, as these teachers don't waste their time with those unfit for the training.

Skill Bonus: Hide
1st Level: Weapon Finesse
2nd Level: Improved Initiative
6th Level: Improved Sunder
Bonus Ability: Once per round, when an opponent would be denied his Dexterity bonus to AC, the monk deals 1d6 extra points of damage with a melee attack made with a light weapon. Any creature immune to sneak attacks is immune to this ability. *Prerequisites:* Power Attack, Hide 9 ranks.
Typical Alignment: Any lawful

Undying Way

Monks of the Undying Way believe in patience above all else. They work to outlast their opponent by means of superior endurance. The Undying Way is popular among dwarves, who claim to have invented the style. Most believe this claim without difficulty, since the style takes advantage of dwarven durability. The masters of the Undying Way are called "Immovables" and are highly respected within dwarven communities. The fact that these masters produce students well-qualified to defend those communities doesn't hurt.

Skill Bonus: Concentration
1st Level: Toughness
2nd Level: Endurance
6th Level: Diehard
Bonus Ability: When fighting defensively, using Combat Expertise, or using the total defense action, the monk gains DR 2/—. *Prerequisites:* Concentration 9 ranks.
Typical Alignment: Lawful neutral
Sample Member: Tordgrim learned from the Immovable Borzhov, a legendary master of the Undying Way. He seeks one day to become a dwarven defender, following in the footsteps of his father and grandfather. However, he hasn't yet decided that

he's ready to settle down and still leads the life of a wanderer.

Tordgrim: Male dwarf Mnk 8; CR 8; Medium humanoid (dwarf); HD 8d8+27, hp 66; Init +1; Spd 40 ft.; AC 18, touch 16, flat-footed 17; Base Atk +6; Grp +8; Atk +8 melee (1d10+2, unarmed strike); Full Atk +8/+8/+3 melee (1d10+2, unarmed strike, flurry of blows); SA flurry of blows, ki strike (magic); SQ darkvision 60 ft., evasion, purity of body, slow fall 40 ft., still mind, wholeness of body; AL LN; SV Fort +9, Ref +7, Will +9 (+11 vs. enchantment); Str 14, Dex 13, Con 16, Int 8, Wis 16, Cha 8.

Skills and Feats: Balance +3, Concentration +14, Jump +8, Move Silently +10, Tumble +10; Deflect Arrows, Diehard, Dodge, Improved Unarmed Strike, Endurance, Toughness, Weapon Focus (unarmed strike).

Possessions: Bracers of armor +2, ring of protection +1, rope of climbing, potion of cat's grace, 11 gp.

OTHER MONK VARIANTS

There are many ways to tweak the monk class without creating entirely new sets of class features simply by exchanging some existing class features for those of other classes. Below are some examples; as with the fighting styles presented elsewhere in this article, you can add any or all of these variants to your game depending on the range of variety you desire in your monk characters.

Holy Monk

A monk who is particularly devoted to her religious beliefs gains divine powers in trade for some of her other talents.

Gain: Aura of courage, smite evil, turn undead (all as paladin).

Lose: Bonus feats at 1st and 6th level.

Multiclass Options: This monk can multiclass between paladin and monk with no penalty. Her monk class levels stack with paladin levels for determining her daily uses of smite evil and her effective turning level.

Hunter Monk

After mastering the basic talents of martial arts, some monks are selected to trade life in the monastery for a life hunting the enemies of his order.

Gain: Favored enemy (as ranger), swift tracker (as ranger), Survival as class skill.

Lose: Bonus feat (1st level), slow fall.

Multiclass Options: This monk can multiclass between ranger and monk with no penalty. Her monk class levels stack with ranger levels for determining when she gains new favored enemies.

Martial Monk

Some monks train as soldiers rather than as ascetic mystic warriors. These martial artists have a greater range of combat talents, but have less time to practice other skills.

Gain: Fighter bonus feat list to choose monk bonus feats (at 1st, 2nd, and 6th level); Intimidate is class skill.

Lose: -1 skill point per level (and -4 skill points at 1st level); no Knowledge skills as class skills.

Multiclass Options: This monk can multiclass between fighter and monk with no penalty.

Sample Member: Lyspek is a temple-trained soldier, part of an elite force of staff-wielding mystic warriors who defend the Monastery of Light, high in the Shard Mountains. He appears aloof to most, but when he deigns to speak, he can be quite persuasive. He never goes anywhere without his quarterstaff, Swiftstrike.

Lyspek: Male half-elf Mnk 2/Ftr2; CR 4; Medium humanoid (elf); HD 2d8+2 plus 2d10+2, hp 27; Init +2; Spd 30 ft.; AC 15, touch 14, flat-footed 13; Base Atk +3; Grp +5; Atk +6 melee (1d6+3, masterwork quarterstaff) or +5 melee (1d6+1, unarmed strike); Full Atk +6 melee (1d6+1, masterwork quarterstaff) or +4/+4 melee (1d6+1, flurry of blows, masterwork quarterstaff) or +5 melee (1d6+1, unarmed strike) or +3/+3 melee (1d6+1, unarmed strike, flurry of blows); SA flurry of blows; SQ evasion; AL LN; SV Fort +7, Ref +5, Will +5; Str 14, Dex 15, Con 12, Int 10, Wis 14, Cha 8.

Skills and Feats: Balance +3, Climb +9, Diplomacy +5, Gather Information +1, Jump +14, Listen +3, Search +1, Spot +3; Dodge, Improved Unarmed Strike, Mobility, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (quarterstaff).

Possessions: Swiftstrike (masterwork quarterstaff), *ring of jumping, potion of cure moderate wounds,* 27 gp.

Raging Monk

A monk who learns to master her inner fury is capable of channeling this into great physical power, although at the cost of some of her physical and mental grace.

Gain: Rage, greater rage, mighty rage (all as barbarian).

Lose: Flurry of blows, still mind, greater flurry, quivering palm.

Ex-Monk Options: If this character becomes chaotic and begins gaining levels of barbarian, she retains her monk rage abilities and can add her monk class levels to her barbarian levels to determine the number of times per day she can rage (as well as when she gains greater rage and mighty rage).

Steadfast Monk

A monk might choose to give up some of his mobility in exchange for the ability to withstand attacks.

Gain: Damage reduction (as barbarian).

Lose: Unarmored speed bonus, unarmored AC bonus (retains Wisdom bonus to AC when unarmored).

Vigilant Monk

A monk who can open her mind to a greater awareness gains the talent to identify her enemies more easily, but she gives up some of her inner peace.

Gain: *Detect chaos* (as paladin's *detect evil* ability), uncanny dodge (as barbarian), improved uncanny dodge (as barbarian).

Lose: Bonus feats at 2nd and 6th level, still mind. D

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Champions of the Divine

Paladins of Other Alignments

by James Jacobs · illustrated by Jason Engle · cartography by Mike May

They are collectively known as holy warriors; champions of the divine who strive for a lifetime to live up to and personify a specific ideal in honor of a divine patron. Yet despite their shared devotions, which often draw dangerously close to fanaticism or obsession, the various holy warriors cover a wide range of ideals and beliefs.

The paladin is the most common and widely known holy warrior, yet there are numerous other orders that uphold ideals keyed to alignments other than lawful good. This article explores six of these holy warriors in detail. Each of these holy warriors is fundamentally similar to the paladin in certain ways; they are all basically martial classes and often serve as guardians and soldiers for their chosen religion. Yet each has a specific and unique focus.

Shared Game Rules

Despite their different beliefs, all holy warriors share certain similar abilities and features as detailed below.

Abilities: Charisma enhances a holy warrior's ability to smite, her self-protective capabilities, and her ability to channel energy. Strength is important for its role in combat, an area in which all holy warriors are expected to excel. A Wisdom score of 14 or higher is required to get access to the most powerful holy warrior spells, and a score of 11 or higher is required to cast any holy warrior spells at all.

Alignment: All holy warriors must be of a specific alignment, as indicated on the following table. If they stray from their tenets and alignment, they lose their divine powers just as a paladin would.

Holy Warrior	Required Alignment
Paladin	Lawful Good
Sentinel	Neutral Good
Avenger	Chaotic Good
Enforcer	Lawful Neutral
Incarnate	Neutral
Anarch	Chaotic Neutral

Hit Die: 1d10

Class Skills: Although all six holy warrior classes have different skill lists, they all gain skill points at the same rate.

Skill Points at 1st Level: (2 + Int modifier) ×4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features: All of the following are class features shared in common between all holy warriors:

Weapon and Armor Proficiency: All holy warriors are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Smite (Su): All holy warriors can smite a certain type of enemy a number of times per day. This ability targets different alignments depending on the holy warrior in question, but otherwise, it functions the same as the paladin's ability to smite evil.

Divine Grace (Su): All holy warriors gain this ability at 2nd level, which functions as the paladin ability of the same name.

Aura of Courage (Su): All holy warriors gain this ability at 3rd level, which functions as the paladin ability of the same name.

Channeling Energy (Su): All holy warriors gain the ability to channel positive energy when they reach 4th level. The good-aligned holy warriors (avengers, paladins, and sentinels) can use this energy to turn undead, while the neutrally aligned holy warriors (enforcers, incarnates, and anarchs) use it for other purposes. This ability otherwise functions as the paladin ability to turn undead.

Spells: All holy warriors gain the ability to cast divine spells at as early as 4th level (if their Wisdom score is high enough to grant bonus 1st-level spells). Each holy warrior has a unique spell list. Holy warriors gain spells at the same rate as paladins.

Anarch

The anarch is a holy warrior tasked with opposing law and order and encouraging others to do the same. He is a roving force of chaos, never remaining in one location for long but leaving his mark in the form of mayhem wherever he goes. Some anarchs profess that chaos is the ultimate freedom. Others claim that change is the natural state of the world. Few anarchs view their holy mission in the same way, and most change their opinion many times.

Anarchs must be chaotic neutral, since they embody the unpredictable nature of entropy. Chaotic deities of war and destruction often have anarchs

serving their needs, even if the chaotic nature of the anarch is sometimes at odds with the goals of the god's followers. Anarchs do not form knighthoods or similar societies; they work alone or in small groups. Two anarchs are just as likely to come into conflict with one another as they are to work together for a common goal.

Anarch Class Skills

The anarch's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disable Device (Int), Intimidate (Cha), Knowledge (architecture and engineering) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Survival (Wis).

Anarch Class Features

All of the following are class features of the anarch.

Aura of Chaos: The power of an anarch's aura of chaos (see the *detect chaos* spell) is equal to his anarch level.

Detect Law (Sp): At will, an anarch can use *detect law,* as the spell.

Smite Law (Su): An anarch's smite ability affects lawful creatures.

Destructive Strike (Su): A 2nd-level anarch gains the ability to critically hit objects and constructs with melee attacks. He may inflict critical hit damage (but not sneak attack damage) on an object or construct a number of times per day equal to his Charisma modifier. The anarch makes the decision to use this ability after a critical hit is rolled but before the roll to confirm is made. If the anarch fails to confirm the critical hit, that use of destructive strike is wasted.

Slippery Mind (Ex): The anarch has a powerful sense of self and free will, and his mind fights much harder against magical control than most other minds. If an anarch is affected by an enchantment spell or effect and fails his saving throw, he can attempt the saving throw again 1 round later to break free of the effect. Failing this second saving throw does not grant the anarch further saving throws against the enchantment.

Turn Construct (Su): When an anarch reaches 4th level, he gains the supernatural ability to turn or destroy constructs. The anarch can use this ability a number of times per day equal to 3 + his Charisma modifier. The anarch turns constructs as a cleric three levels lower would turn undead.

Special Mount (Sp): Anarchs gain a special mount, just as a paladin does, at 5th level.

Dispel Law (Sp): At 8th level, an anarch gains the ability to *dispel law,* as the spell, once per week. He may use this ability an additional time each week every additional four levels, to a maximum of 4 times a week at 20th level. Caster level is equal to the anarch's class level.

Code of Conduct: An anarch must be of chaotic neutral alignment and loses all class abilities if he ever willingly commits a blatantly lawful act (such as abiding by an oath, fulfilling

Holy Warrior's Sanctum

The building in this map represents a temple that could be used as a place of worship and preperation for aspiring holy warriors and those about to head into battle. Perhaps fallen members of the order who perish in a heroic manner are laid to rest here. Certain mosiacs in the floor pattern might have special magical effects or be used in rituals, and the statue in the center room could be the order's founder.

For more inspiration on how to use this map, see the other maps presented in this issue.

THE ANARCH

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day 1	2	3	4
1st	+1	+0	+2	+0	Aura of chaos, *detect law*, smite law 1/day	–	–	–	–
2nd	+2	+0	+3	+0	Divine grace, destructive strike	–	–	–	–
3rd	+3	+1	+3	+1	Aura of courage, slippery mind	–	–	–	–
4th	+4	+1	+4	+1	Turn construct	0	–	–	–
5th	+5	+1	+4	+1	Smite law 2/day, special mount	0	–	–	–
6th	+6/+1	+2	+5	+2		1	–	–	–
7th	+7/+2	+2	+5	+2		1	–	–	–
8th	+8/+3	+2	+6	+2	*Dispel law* 1/week	1	0	–	–
9th	+9/+4	+3	+6	+3		1	0	–	–
10th	+10/+5	+3	+7	+3	Smite law 3/day	1	1	–	–
11th	+11/+6/+1	+3	+7	+3		1	1	0	–
12th	+12/+7/+2	+4	+8	+4	*Dispel law* 2/week	1	1	1	–
13th	+13/+8/+3	+4	+8	+4		1	1	1	–
14th	+14/+9/+4	+4	+9	+4		2	1	1	0
15th	+15/+10/+5	+5	+9	+5	smite law 4/day	2	1	1	1
16th	+16/+11/+6/+1	+5	+10	+5	*Dispel law* 3/week	2	2	1	1
17th	+17/+12/+7/+2	+5	+10	+5		2	2	2	1
18th	+18/+13/+8/+3	+6	+11	+6		3	2	2	1
19th	+19/+14/+9/+4	+6	+11	+6		3	3	3	2
20th	+20/+15/+10/+5	+6	+12	+6	*Dispel law* 4/week, smite law 5/day	3	3	3	3

a contract, or joining an organization such as a brotherhood or fellowship). Aside from this, the anarch's code is really little more than a lack of code. As long as he continues to cause chaos and foment disrespect for law in others, his status as anarch is secure.

Associates: An anarch never knowingly associates with lawful characters, nor will he continue an association with someone who consistently offends his moral code. An anarch can accept only henchmen, familiars, followers, or cohorts who are chaotic neutral.

Anarch Spell List

Anarchs choose their spells from the following list:

1st Level: *Bane, bless weapon, cause fear, cure light wounds, detect poison, divine favor, doom, endure elements, entropic shield, lesser confusion, magic weapon, obscuring mist, protection from law.*

2nd Level: *Align weapon, bear's endurance, blur, darkness, eagle's splendor, mirror image, misdirection, scare, shatter, touch of idiocy, undetectable alignment.*

3rd Level: *Blindness/deafness, contagion, cure moderate wounds, deeper darkness, dispel magic, greater magic weapon, magic circle against law, rage, slow.*

4th Level: *Break enchantment, chaos hammer, confusion, cure serious wounds, dispel law, freedom of movement, lesser planar ally, poison, shout.*

AVENGER

The avenger is a guardian of the downtrodden and a champion of the victims of the world. She is a loner, wandering from town to town in constant search of wrongs to right and oppressive dictators and rulers to overthrow. Yet despite the avenger's obsession with vengeance and punishment of those who do evil to others, she is not a cruel or sadistic person. She aims to temper her acts of vengeance so that the punishment fits the crime. Execution is a punishment of last resort, reserved only for the truly evil and despicable.

Avengers must be chaotic good. They usually serve deities that value personal freedom or vengeance. Avengers prefer to work alone and form groups with other avengers only for brief missions. They prefer to keep their faith personal and generally look down upon organized religious worship. To an avenger, a deity is best served by action than by lip service.

Avenger Class Skills

The avenger's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Hide (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Move Silently (Dex), Sense Motive (Wis).

Avenger Class Features

All of the following are class features of the avenger.

Aura of Chaos: The power of an avenger's aura of chaos (see the *detect chaos* spell) is equal to his avenger level.

Detect Law (Sp): At will, an avenger can *detect law*, as the spell.

Smite Law (Su): An avenger's smite targets creatures with a lawful alignment.

Lay on Hands (Su): Beginning at 2nd level, an avenger with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. This ability is otherwise the same as the paladin ability of the same name.

Slippery Mind (Ex): The avenger has a powerful sense of self and free will, and her mind fights much harder against magical control than most other minds. If an avenger is affected by an enchantment spell or effect and fails her saving throw, she can attempt the saving throw again 1 round later to break free of the effect. Failing this second saving throw does not grant the anarch further saving throws against the enchantment.

Turn Undead (Su): When an avenger reaches 4th level, she gains the supernatural ability to turn undead just like a paladin.

Animal Minion (Su): At 5th level, avengers gain an animal minion that can

THE AVENGER

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day 1	2	3	4
1st	+1	+0	+0	+2	Aura of chaos, *detect law*, smite law 1/day	—	—	—	—
2nd	+2	+0	+0	+3	Divine grace, lay on hands	—	—	—	—
3rd	+3	+1	+1	+3	Aura of courage, slippery mind	—	—	—	—
4th	+4	+1	+1	+4	Turn undead	0	—	—	—
5th	+5	+1	+1	+4	Animal minion, smite law 2/day	0	—	—	—
6th	+6/+1	+2	+2	+5	*Break enchantment* 1/week	1	—	—	—
7th	+7/+2	+2	+2	+5		1	—	—	—
8th	+8/+3	+2	+2	+6		1	0	—	—
9th	+9/+4	+3	+3	+6	*Break enchantment* 2/week	1	0	—	—
10th	+10/+5	+3	+3	+7	Smite law 3/day	1	1	—	—
11th	+11/+6/+1	+3	+3	+7		1	1	0	—
12th	+12/+7/+2	+4	+4	+8	*Break enchantment* 3/week	1	1	1	—
13th	+13/+8/+3	+4	+4	+8		1	1	1	—
14th	+14/+9/+4	+4	+4	+9		2	1	1	0
15th	+15/+10/+5	+5	+5	+9	*Break enchantment* 4/week, smite law 4/day	2	1	1	1
16th	+16/+11/+6/+1	+5	+5	+10		2	2	1	1
17th	+17/+12/+7/+2	+5	+5	+10		2	2	2	1
18th	+18/+13/+8/+3	+6	+6	+11	*Break enchantment* 5/week	3	2	2	1
19th	+19/+14/+9/+4	+6	+6	+11		3	3	3	2
20th	+20/+15/+10/+5	+6	+6	+12	Smite law 5/day	3	3	3	3

serve as a scout, a combatant, or a guardian. Most avengers select some form of bird as their minion. The animal minion must be equal in size or smaller than the avenger's size, since they are never used as mounts. This animal minion is otherwise treated as a paladin's special mount in all ways, including additional abilities gained as the avenger gains levels and the repercussions if the minion is lost.

Break Enchantment (Sp): At 6th level, an avenger can cast *break enchantment* as a spell-like ability once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

Code of Conduct: An avenger must be of chaotic good alignment and loses all class abilities if she ever willingly commits an evil act or willingly allies with a lawful government or affiliated agency. While the avenger's life is based around achieving vengeance and retribution for the oppressed and downtrodden, she must temper this vengeance appropriately. Killing should be the last resort of the avenger when a more appropriate and less destructive form of vengeance will do, and even then, slaying an oppressor should be reserved only for the most evil villains. Avengers must aid and assist anyone who asks for help (within reason) and must not join any organized association, order, or group. She may attend the services of her church but is encouraged to worship in private.

Associates: An avenger may adventure with characters of any good or neutral alignment. Although she can associate with lawful characters for a limited time, she will never knowingly associate with evil characters, nor will she continue an association with someone who consistently offends her moral code. An avenger can accept only henchmen, followers, or cohorts who are chaotic good.

Avenger Spell List

Avengers choose their spells from the following list:

1st Level: *Bless, bless water, bless weapon, disguise self, cure light wounds, detect poison, divine favor, endure elements, lesser restoration, magic stone, magic weapon, mending, protection from evil, protection from law, protection from evil, read magic, shield of faith.*

2nd Level: *Align weapon, alter self, cat's grace, cure moderate wounds, eagle's splendor, fox's cunning, invisibility, make whole, misdirection, resist energy, shield other, undetectable alignment.*

3rd Level: *Cure moderate wounds, dispel magic, flame arrow, greater magic weapon, magic vestment, magic circle against evil, magic circle against law, nondetection, obscure object.*

4th Level: *Cure serious wounds, detect scrying, dispel law, dispel evil, freedom of movement, greater invisibility, holy sword, neutralize poison, restoration, stone shape.*

SENTINEL

The sentinel is a wandering crusader who often lives the life of a nomad, sleeping under the stars and taking what sustenance he can from the natural world. He does so in order to patrol the breadth of the world, constantly watching for incursions from the Lower Planes. The sentinel finds the endless hordes of demons, devils, and other fiends to be the most offensive and dangerous threat to life, and he has sacrificed much in order to become the perfect warrior, dedicated to preventing them from gaining any further hold on the world he loves.

To the sentinel, evil is simply that: evil. It can be hidden under a haze of entropy and chaos, it can masquerade under a hundred diabolically written laws, or it can revel in the truth of its cruelty. It makes no difference to the sentinel, nor do the methods he uses to combat it. Often, a sentinel uses the laws of the land and local governments to fight against incursions of evil, but just as often, he is forced to fight alone, against established tradition, and against the will of society. The fight against evil is treacherous

THE SENTINEL

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day 1	2	3	4
1st	+1	+2	+0	+0	Aura of good, *detect evil,* smite evil 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, resist fiendish lure	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, celestial fortitude	—	—	—	—
4th	+4	+4	+1	+1	Turn outsider	0	—	—	—
5th	+5	+4	+1	+1	Smite evil 2/day, *celestial minion*	0	—	—	—
6th	+6/+1	+5	+2	+2		1	—	—	—
7th	+7/+2	+5	+2	+2		1	—	—	—
8th	+8/+3	+6	+2	+2	*Dispel evil* 1/week	1	0	—	—
9th	+9/+4	+6	+3	+3		1	0	—	—
10th	+10/+5	+7	+3	+3	Smite evil 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	*Dispel evil* 2/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+5	+5	Smite evil 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5	*Dispel evil* 3/week	2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	*Dispel evil* 4/week, smite evil 5/day	3	3	3	3

though, for the sentinel must take care to protect that which is good and pure in the world, lest he become that which he loathes.

Sentinels are always neutral good. They usually worship good deities that have loosely organized churches. Sentinels form into loosely knit groups that rarely, if ever, physically meet. When they do meet, the meetings take place in large lodges and are both brief and to the point. Sentinels prefer to communicate with their kin via an elaborate network of trail glyphs and markers. They enjoy the company of druids and rangers, and they often work with members of those classes to accomplish a common goal.

Sentinel Class Skills

The sentinel's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Listen (Wis), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

Sentinel Class Features

All of the following are class features of the sentinel.

Aura of Good (Ex): The power of a sentinel's aura of good (see the *detect good* spell) is equal to his sentinel level, just like the aura of a cleric of a good deity.

Detect Evil (Sp): At will, a sentinel can *detect evil,* as the spell.

Smite Evil (Su): A sentinel's smite targets all evil creatures.

Resist Fiendish Lure (Su): At 2nd level, a sentinel gains a +4 sacred bonus to all saving throws against mind-affecting attacks of evil outsiders.

Celestial Fortitude (Su): At 3rd level, a sentinel's endurance and fortitude are enhanced against fiendish attacks. He gains a +2 sacred bonus to all Fortitude saving throws against effects from evil outsiders and evil spells. Additionally, if he makes a successful Fortitude saving throw against an effect from an evil spell or evil outsider that normally deals half damage or partial effects on a successful save, he instead takes no damage and suffers no partial effects.

Turn Outsider (Su): When a sentinel reaches 4th level, he gains the supernatural ability to turn or destroy outsiders by channeling energy. The sentinel can use this ability a number of times per day equal to 3 + his Charisma modifier. The sentinel turns constructs as a cleric three levels lower would turn undead.

Celestial Minion (Sp): Upon reaching 5th level, a sentinel gains the ability to summon a Medium or smaller size celestial animal (with the celestial creature template) as a standard action usable once a day. This celestial minion carries the same responsibilities as a paladin's special mount and gains the same bonuses to its HD, natural armor, Strength, Intelligence, and other special abilities that a paladin's special mount gains as the sentinel increases in level. Unlike the paladin's special mount, the celestial minion only remains for 1 hour/level before returning to the outer plane from whence it came.

Dispel Evil (Sp): At 8th level, a sentinel gains the ability to *dispel evil,* as the spell, once per week. He may use this ability an additional time each week every additional four levels, to a maximum of 4 times a week at 20th level.

Code of Conduct: A sentinel must be of neutral good alignment and loses all class abilities if he ever willingly commits an evil act. The sentinel is most at home in the wilderness of the Material Plane. He only journeys into cities when absolutely necessary, and he avoids travel to other planes except in the most dire need, since his vows require him to battle evil on his home plane. These vows call for him to protect the natural order of the Material Plane from becoming influenced or tainted by the forces of the evil Outer Planes. Additionally, the sentinel is honor-bound to provide assistance to any non-outsider who becomes lost or endangered while in the wilderness, as long as the victim in need honors the sanctity of the wilderness.

Associates: A sentinel can adventure with characters of any non-evil alignment but remains suspicious and wary

WHERE'S MY ANTI-PALADIN?

Next issue continues the Special Update Series with the spellcasting classes of D&D: bard, cleric, druid, sorcerer, and wizard. The capstone of the series, issue #312 features the "evil classes" of D&D, including the evil counterparts to this issue's holy warriors. Check out the "Previews" section of issue #311.

of those who draw their powers from the evil outer planes. He tolerates the presence of native evil outsiders, such as tieflings, but would prefer not to share their company if possible. He never knowingly associates with evil characters, nor will he continue an association with someone who consistently offends his moral code. A sentinel may only accept henchmen, followers, or cohorts who are neutral good.

Sentinel Spell List

Sentinels choose their spells from the following list:

1st Level: *Bless, bless water, bless weapon, cure light wounds, detect poison, divine favor, endure elements, hold portal, magic weapon, protection from evil, protection from good, remove fear, shield of faith, summon monster I.*

2nd Level: *Align weapon, bear's endurance, bull's strength, consecrate, eagle's splendor, lesser restoration, shield other, spiritual weapon, summon monster II.*

3rd Level: *Cure moderate wounds, daylight, dispel magic, invisibility purge, magic circle against evil, prayer, remove blindness/deafness, remove curse, remove disease, summon monster III.*

4th Level: *Break enchantment, cure serious wounds, death ward, dimensional anchor, dismissal, freedom of movement, holy sword, neutralize poison, restoration, summon monster IV.*

Incarnate

The incarnate is unique among the divine champions in that she does not serve a patron deity. Rather, she focuses her faith and belief in the philosophy of Balance, that the best of all possible worlds is both good and evil, both lawful and chaotic, all in equal balance. She receives her divine spells and abilities through her unwavering devotion to Balance. When one force becomes too powerful in a region, she fights to restore the balance, either by allying with the opposing force or fighting on her own. An overly lawful society that oppresses its populace is just as wrong in the incarnate's eyes as a society that collapses into anarchy and barbarism. Likewise, a creature that indiscriminately treats everything with kindness and understanding is just as offensive as one that kills and slaughters without remorse.

Incarnates are always neutral. They rarely have patron deities. Incarnates form into loosely knit groups to better protect the Balance. The meetings of these groups take place in large secular buildings or natural regions and often involve long debates about whether imbalance exists and how to best correct it. The non-aligned aspect of the natural world appeals to many incarnates, and most of them prefer to live in the wild. They enjoy the company of druids and often work with them to accomplish a common goal, but most such alliances eventually fall apart due to the incarnates' belief that civilization and the natural world must also find balance.

Incarnate Class Skills

The incarnate's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), Search (Int), Spot (Wis), and Survival (Wis).

Incarnate Class Features

All of the following are class features of the incarnate.

Detect Imbalance (Sp): Incarnates are sensitive to the presence of creatures with alignment subtypes because of how unbalancing the presence of such creatures can be. This ability functions as the *detect undead* spell, save that it detects creatures with an alignment subtype rather than the type. This ability does not determine the alignment or subtype of the creature, just the presence.

Elemental Affinity (Ex): The elemental planes are closer to the mind of an incarnate than the Outer Planes. As a result, an incarnate has a particular affinity to two elements, either air and earth or fire and water. She must select one of these pairings upon taking her first incarnate level. Each element is associated with a form of energy, as detailed below.

Element	Associated Energy Type
Air	Electricity
Earth	Acid
Fire	Fire
Water	Cold

Smite Extremist (Su): An incarnate's smite targets creatures of the following alignments: lawful good, lawful evil, chaotic good, and chaotic evil. When the incarnate makes a smite attack, she must decide which alignment she is smiting.

Elemental Burst (Su): Beginning at 2nd level, an incarnate with a Charisma score of 12 or higher can create a burst of energy appropriate to her elemental affinity. Use of this supernatural ability is a standard action. She can direct this burst of energy at any target within 60 feet as a ranged touch attack. A successful hit deals 1d4 points of damage plus the incarnate's Charisma modifier of both the incarnate's associated energy types. Thus an incarnate who has a Charisma of 13 and is associated with both fire and water would deal 1d4+1 points of fire damage and 1d4+1 points of cold damage to a target struck by the attack. The incarnate can generate a number of elemental bursts in a day equal to her Charisma bonus.

Energy Resistance (Ex): At 3rd level, the incarnate gains energy resistance 5 to the types of energy associated with her elemental affinity.

Rebuke Outsider (Su): When an incarnate reaches 4th level, she gains the supernatural ability to rebuke or command outsiders. She can only use this ability while she is on the Material Plane. The incarnate can use this ability a number of times per day equal to 3 + her Charisma modifier. The incarnate turns outsiders as a cleric three levels lower would turn undead.

Elemental Minion (Sp): Upon reaching 5th level, an incarnate gains the ability to summon a Medium elemental (air, earth, fire, or water) as a standard action usable once a day. This elemental must be one of the types she is associated with due to her elemental affinity. This elemental minion carries the same responsibilities as a paladin's special mount and gains the same bonuses to its HD, natural armor, Strength, Intelligence, and other special abilities that a paladin's special mount gains when the incarnate gains levels. Unlike the paladin's special mount, the elemental minion only remains

THE INCARNATE

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day 1	2	3	4
1st	+1	+2	+0	+0	*Detect imbalance*, elemental affinity, smite extremist 1/day	—	—	—	—
2nd	+2	+3	+0	+0	Divine grace, elemental burst	—	—	—	—
3rd	+3	+3	+1	+1	Aura of courage, energy resistance	—	—	—	—
4th	+4	+4	+1	+1	Rebuke outsider	0	—	—	—
5th	+5	+4	+1	+1	Smite extremist 2/day, *elemental minion*	0	—	—	—
6th	+6/+1	+5	+2	+2		1	—	—	—
7th	+7/+2	+5	+2	+2		1	—	—	—
8th	+8/+3	+6	+2	+2	*Commune with nature* 1/week	1	0	—	—
9th	+9/+4	+6	+3	+3		1	0	—	—
10th	+10/+5	+7	+3	+3	Smite extremist 3/day	1	1	—	—
11th	+11/+6/+1	+7	+3	+3		1	1	0	—
12th	+12/+7/+2	+8	+4	+4	*Commune with nature* 2/week	1	1	1	—
13th	+13/+8/+3	+8	+4	+4		1	1	1	—
14th	+14/+9/+4	+9	+4	+4		2	1	1	0
15th	+15/+10/+5	+9	+5	+5	Smite extremist 4/day	2	1	1	1
16th	+16/+11/+6/+1	+10	+5	+5	*Commune with nature* 3/week	2	2	1	1
17th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18th	+18/+13/+8/+3	+11	+6	+6		3	2	2	1
19th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20th	+20/+15/+10/+5	+12	+6	+6	*Commune with nature* 4/week, smite extremist 5/day	3	3	3	3

for 1 hour/level before returning to the elemental plane from whence it came.

Commune with Nature (Sp): At 8th level, an incarnate gains the ability to *commune with nature*, as the spell, once per week. She may use this ability an additional time each week every additional four levels, to a maximum of 4 times a week at 20th level.

Code of Conduct: An incarnate must be of neutral alignment and loses all class abilities if she ever willingly commits an act that endangers the natural balance of the world. The incarnate is most at home in the wilderness, but she does not take any special vows to avoid city life. She avoids travel to other planes (with the exception of the Elemental Planes to which she has an affinity) except in the most dire need. The incarnate prefers to arrive at peaceful solutions but is fully capable of using force against unwanted intrusions into this realm from beyond.

Associates: An incarnate can adventure with characters of any alignment but remains suspicious and wary of those who draw their powers from the Outer Planes (including most clerics and other holy warriors). She tolerates the presence of native outsiders such as aasimar and tieflings, but would prefer not to share their company if possible. She never knowingly associates with creatures of an alignment subtype, nor will she continue an association with someone who consistently offends her moral code. An incarnate may only accept henchmen, followers, or cohorts who are neutral.

Incarnate Spell List

Incarnates choose their spells from the following list:

1st Level: *Bless, bless water, bless weapon, charm animal, cure light wounds, detect poison, divine favor, endure elements, entangle, longstrider, magic fang, magic weapon, pass without trace, protection from chaos, protection from evil, protection from good, protection from law, speak with animals.*

2nd Level: *Animal messenger, barkskin, bear's endurance, bull's strength, eagle's splendor, hold person, lesser restoration, owl's wisdom, resist energy, shield other, spike growth, tree shape.*

3rd Level: *Cure moderate wounds, diminish plants, dominate animal, greater magic fang, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, plant growth, prayer, speak with plants.*

4th Level: *Break enchantment, command plants, cure serious wounds, dismissal, dispel chaos, dispel evil, dispel good, dispel law, freedom of movement, tree stride.*

ENFORCER

The enforcer is the ultimate warrior for law and works hand in hand with his patron deity and his liege. To an enforcer, the laws of the land are as holy as the laws of his religion. Upholding and enforcing the laws take complete precedence over all other factors, and those who would flaunt or ignore the law deserve swift, but appropriate, punishment.

An enforcer is always lawful neutral. Deities of protection and nobility often have enforcer followers, especially in large cities where such deities are worshiped heavily. Enforcers form large knighthoods that are usually based within a structure built on the grounds of the local ruler's estate and often work with paladins to fight against crime and civil unrest.

Enforcer Class Skills

The enforcer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), Search (Int), and Sense Motive (Wis).

Enforcer Class Features

All of the following are class features of the enforcer.

Aura of Law: The power of an enforcer's aura of law (see the *detect law* spell) is equal to his enforcer level.

Detect Chaos (Sp): At will, an enforcer can use *detect chaos*, as the spell.

THE ENFORCER

Level	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	Spells Per Day 1	2	3	4
1st	+1	+0	+0	+2	Aura of law, *detect chaos,* smite chaos 1/day	—	—	—	—
2nd	+2	+0	+0	+3	Divine grace, subdue	—	—	—	—
3rd	+3	+1	+1	+3	Aura of courage, *suggestion* 1/day	—	—	—	—
4th	+4	+1	+1	+4	Rebuke/Command Undead	0	—	—	—
5th	+5	+1	+1	+4	Leadership, smite chaos 2/day	0	—	—	—
6th	+6/+1	+2	+2	+5		1	—	—	—
7th	+7/+2	+2	+2	+5	*Dominate person* 1/week	1	—	—	—
8th	+8/+3	+2	+2	+6	*Suggestion* 2/day	1	0	—	—
9th	+9/+4	+3	+3	+6		1	0	—	—
10th	+10/+5	+3	+3	+7	Smite chaos 3/day	1	1	—	—
11th	+11/+6/+1	+3	+3	+7	*Dominate person* 2/week	1	1	0	—
12th	+12/+7/+2	+4	+4	+8		1	1	1	—
13th	+13/+8/+3	+4	+4	+8	*Suggestion* 3/day	1	1	1	—
14th	+14/+9/+4	+4	+4	+9		2	1	1	0
15th	+15/+10/+5	+5	+5	+9	*Dominate person* 3/week, smite chaos 4/day	2	1	1	1
16th	+16/+11/+6/+1	+5	+5	+10		2	2	1	1
17th	+17/+12/+7/+2	+5	+5	+10		2	2	2	1
18th	+18/+13/+8/+3	+6	+6	+11	*Suggestion* 4/day	3	2	2	1
19th	+19/+14/+9/+4	+6	+6	+11	*Dominate person* 4/week	3	3	3	2
20th	+20/+15/+10/+5	+6	+6	+12	*Smite chaos* 5/day	3	3	3	3

Smite Chaos (Su): An enforcer's smite targets creatures with a chaotic alignment.

Subdue (Ex): A 2nd-level enforcer has learned how to efficiently inflict non-lethal damage with weapons. He does not suffer the standard -4 penalty to attack rolls when he attacks to inflict non-lethal damage with a weapon that normally deals lethal damage, as long as he is proficient with the weapon being used. In addition, when an enforcer attacks to inflict non-lethal damage with a weapon specifically designed to do non-lethal damage (such as a sap or whip), he gains a +2 bonus to weapon damage rolls.

Suggestion (Sp): At 3rd level, an enforcer may cast *suggestion,* as the spell. He may use this ability once per day at 3rd level. At 8th level, and every five levels thereafter, he may use this ability one additional time per day, to a maximum of four times a day at 18th level. Caster level is equal to the enforcer's class level.

Rebuke/Command Undead (Su): When an enforcer reaches 4th level, he gains the supernatural ability to rebuke or command undead as an evil cleric three levels lower would. The enforcer can use this ability a number of times per day equal to 3 + his Charisma modifier. Enforcers are expected to use commanded undead to further the cause of law and generally don't keep commanded undead under their control for more than 24 hours, especially if the presence of undead causes chaos in society.

Leadership (Ex): Upon reaching 5th level, an enforcer gains the Leadership feat as a bonus feat. Enforcers gain a +1 bonus to their leadership score, although the maximum number and level of their followers and cohorts remains standard.

Dominate Person (Sp): At 7th level, an enforcer can cast *dominate person,* as the spell, once per week. He can use this ability one additional time per week for every four levels after 7th. Caster level is equal to the enforcer's class level.

Code of Conduct: An enforcer must be of lawful neutral alignment and loses all class abilities if he ever willingly commits a chaotic act (such as breaking a vow or contract or betraying an ally). Unlike the other holy warriors, enforcers are bound to the will of two beings. Their primary liege remains their divine patron, but they must also serve the will of their worldly liege. The enforcer's patron deity and his liege's patron deity must be the same. If an enforcer believes his liege is not acting in the best interests of his deity, he is permitted to act against his liege as long as he can expose his liege's heresy within 24 hours. An enforcer is not allowed to accept a position of leadership that would place him in a position where he would not have a liege above him in the rank of command, except in the case of an emergency (and even then, for no more than 24 hours). The enforcer must uphold and enforce the laws of the church and land at all times, even when the laws would prevent him from fully accomplishing a desired personal goal.

Associates: An enforcer can adventure with characters of any non-chaotic alignment but remains suspicious and wary of those who are not lawful. He will never knowingly associate with chaotic characters, nor will he continue an association with someone who consistently offends his moral code. An enforcer may only accept henchmen, followers, or cohorts who are lawful neutral.

ENFORCER SPELL LIST

Enforcers choose their spells from the following list:

1st Level: *Alarm, bless, bless water, bless weapon, command, cure light wounds, detect poison, divine favor, endure elements, hold portal, magic weapon, protection from chaos, resistance, sleep, virtue.*

2nd Level: *Bull's strength, eagle's splendor, fox's cunning, hold person, resist energy, shield other, status, zone of truth.*

3rd Level: *Cure moderate wounds, discern lies, magic circle against chaos, prayer, remove blindness/deafness, remove curse, remove disease.*

4th Level: *Break enchantment, cure serious wounds, dispel chaos, greater command, hold monster, mark of justice, neutralize poison, restoration.* D

ROLES of the WILD

Multiclassing the Revised Ranger

by Rich Redman · illustrated by Jason Engle · cartography by Mike May

As a class in DUNGEONS & DRAGONS, the ranger clearly has his roots in Aragorn from J.R.R. Tolkien's *Lord of the Rings*. Since its inception, however, the class has grown. Now it has a life of its own, and no edition of *D&D* would be complete without it.

Rangers are protectors of the wilderness. Although the class description given in the *Player's Handbook* mentions forests, rangers are found in every type of terrain, including the Underdark and beneath the seas. Rangers are hunters, scouts, pathfinders, trackers, and explorers. While they lack a fighter's feats, a paladin's divine powers, or a barbarian's rage, rangers have their own combat styles and a canny ability to use terrain to their best advantage. Of all the classes, only rogues can even hope to match the scouting abilities of the ranger.

REVISIONS

If you don't have your 3.5 *Player's Handbook* yet, here's a summation of the revisions.

The skills of the outdoor survivalist, the expert hunter, and the champion stalker remain at the core of the revised ranger. There are a number of changes from the class presented in the 3rd Edition *Player's Handbook*, all of which are designed to support that core.

Rangers still get divine spells and Track, but now get Wild Empathy (a class ability that replaces the Animal Empathy skill), Endurance (3rd level), Woodland Stride (7th level), Swift Tracker (8th level), Evasion (9th level), Camouflage (13th level), and Hide in Plain Sight (17th level). In fact, they get some new or improved ability at almost every level. Big changes include:

Hit Die: Some people will freak out over the revised ranger's d8 Hit Dice, but in the context of the revised class, it works.

Skill Points: A mighty 6 + Int modifier sets the ranger above barbarians, druids, and monks. Animal Empathy is no longer a skill, and Intuit Direction is gone as well, but rangers now get Knowledge (dungeoneering) and Knowledge (geography) as class skills. The revision provides guidelines about how a character might know something about a particular monster with a successful Knowledge check, so the ranger's increased skill points won't go unused. If you're converting a ranger to the revision, use ranks that were once in Intuit Direction to maximize Survival first, then Knowledge (nature).

Favored Enemies: Ranger favored enemy bonuses no longer automatically increase as they did. When a ranger gains a favored enemy after 1st level, she can chooses to assign an increase to her bonuses against the new favored enemy or an existing one. In the past, players with ranger characters had to choose whether to focus on a creature their characters would face at higher levels (so their rangers would eventually have high bonuses against that creature) or on a creature they would face sooner (so their rangers would have bonuses they could use almost immediately but at later levels would find next to useless).

Combat Style: This feature, available at 2nd level and improving at 6th and 10th levels, allows players to further customize their rangers. At 2nd level, the player chooses whether her character wishes to specialize in melee combat or ranged combat. Melee combat specialists get Two-Weapon Fighting (2nd level), Improved Two-Weapon Fighting (6th level), and finally

FEATS OF HUNTERS

Here are some new feats, primarily for rangers.

ARCANE STRIKE [GENERAL]

You can channel arcane energy into your melee attacks.

Prerequisites: Ability to cast arcane spells, base attack bonus +4.

Benefit: As a free action usable once per round, you may sacrifice one of your arcane spells for the day to grant benefits to your next melee or ranged attack. For each level of the spell sacrificed, you gain a +2 bonus to hit and deal an extra +1d6 points of damage. The bonus you gain to hit cannot exceed your base attack bonus, but if you sacrifice a spell of such a level that the bonus to hit exceeds your base attack, you still gain the normal extra damage due to the spell's level. This feat is a supernatural ability.

FAVORED POWER ATTACK [GENERAL]

You are able to inflict more damage on your hated enemies.

Prerequisites: Power Attack, base attack +4, favored enemy.

Benefit: Chose one of your favored enemies. When you use the Power Attack feat against that favored enemy, you may subtract a number from your melee attack rolls and add twice that number to your melee damage rolls. If you are using a two-handed weapon, add 3 times the number. The normal restrictions of the Power Attack feat apply.

IMPROVED FAVORED ENEMY [GENERAL]

You know how to hit your favored enemies where it hurts.

Prerequisites: Base attack bonus +5, at least one favored enemy.

Benefit: Chose one of your favored enemies. You deal an additional +2 points of damage to that favored enemy. This stacks with the ranger's existing favored enemy bonus.

Greater Two-Weapon Fighting (10th level). Ranged combat specialists get Rapid Shot (2nd level), Manyshot (6th level), and finally Improved Precise Shot (10th level). Combat style benefits only apply when the ranger wears light or no armor, so the ranged combat style is likely to be popular, especially considering the d8 Hit Die.

It's worth noting here that the melee combat style gives the complete benefits of those feats, unlike in the previous version of the ranger. Rangers can now use double weapons with the melee combat style, which is great because quarterstaff-wielding rangers are just cool. Combine this with the fact that dwarves now treat the dwarven urgrosh as a martial weapon, and gnomes treat the gnome hooked hammer as a martial weapon, and some cool characters become easier to make.

RANGER BACKGROUNDS

Rangers are self-sufficient characters that work with other rangers and individuals from other classes because they see a need to do so. As a result, they have no particular bias for law or chaos. Some rangers prefer hierarchical organizations, rules, and teamwork. Others prefer to use their own initiative and to work primarily alone. Rangers are usually from rural environments (but see Urban Rangers, below). These communities are not as wild or isolated as barbarian communities, but they are much closer to and part of the natural world than cities. Rangers generally grow up aware of nature's rich, complex web of life alongside that of civilization.

LIFESTYLE

Because they can be such generalists, rangers need a more detailed character background to help focus their development. Fortunately, the sky's the limit. Some examples of ranger backgrounds include:

Dwarf rangers are often focused on threats encountered in their people's mines, coincidentally the same sorts of threats encountered by adventurers in dungeons. Because dwarves are slower than other Medium creatures, dwarf rangers often prefer the ranged combat style since that means they can stay in one place and shoot. They choose favored enemies from among the ancestral foes of the dwarves including Giant, Humanoid (orc), and Humanoid (goblinoid). Their typical skills include Hide, Knowledge (dungeoneering), Move Silently, Search, Spot, and Survival. In addition to combat feats and Self-Sufficient, dwarf rangers might also see strong uses for Stealthy. Their animal companions are generally those that have less trouble maneuvering underground, and might include owls, bats, wolves, or bears.

The Legolas character from Peter Jackson's Lord of the Rings movies is the archetypical elf ranger. Elf rangers prefer the ranged combat style, partly because of their relatively high Dexterity scores and partly because their relatively low Constitution scores combined with a ranger's d8 Hit Die make them uncomfortable in melee. Their favored enemies are those creatures who are the biggest threats to their homes and people, and that list varies depending on where their home is. Their typical skills include Hide, Knowledge (nature), Move Silently, Ride, Spot, and Survival. Those elf rangers who pursue the melee combat style likely take Combat Reflexes to build off their relatively high Dexterity scores. Elf rangers see strong benefits from Stealthy. Their animal companions are likely to be creatures that they can ride, improving their ability to cover their territories.

Half-orcs form the shock troops of the rangers. Of all the races, they are the most likely to follow the melee combat style. Good half-orc rangers often choose Humanoid (orc) as their favored enemy, while evil half-orc rangers often choose Humanoid (human). Their typical skills include Climb, Jump, Search, Spot, Survival, and Swim. Power Attack is their preferred feat, capitalizing on their famously high Strength scores. They might further capitalize on their Strength and skills by taking Athletic. Their animal companions might be flying scouts, such as eagles and owls, or melee fighting partners such as boars, wolves, and bears.

Halfling rangers are guardians of their people, ranging the outskirts of their homes, always alert for trouble. Their small size and relatively low Strength scores can be a handicap in melee, so they often prefer the ranged combat style. Their typical skills include Climb, Jump, Listen, Move Silently, Ride, and Survival. They benefit from many

feats, including Alertness, Athletic, and Stealthy. Their animal companions double as mounts and guardians. They include creatures such as wolves, boars, and dire badgers.

URBAN RANGERS

There are those whose keen senses and combat skills lead them down a path similar to that of traditional rangers, but they roam the mean streets of the city rather than the wilderness. These characters are likely to be officers of the watch, bounty hunters, or spies.

To play an urban ranger, use the rules from the ranger class description in Chapter 3 of the revised *Player's Handbook*. Every rule mentioned there also applies to an urban ranger. With your DM's permission, however, you can adopt a few modifications designed to make your character more effective in an urban environment:

- Change class skills by swapping Knowledge (geography) for Knowledge (local), and Knowledge (nature) for Gather Information.
- Trade the Track feat for the Stealthy feat.
- Take an organization or culture rather than a creature type as a favored enemy. For example, you might choose the Nameless Legion (*Dragon* #304), which would allow you to use your favored enemy bonuses against mercenaries who belong to that organization, but not to other mercenaries. Be sure to make such choices in concert with your DM, or you could end up with a favored enemy you never encounter.
- Swap out a few ranger spells for bard spells of equal level. Some trades to consider include *detect snares and pits* for *detect secret doors*, *speak with plants* for *detect thoughts*, *plant growth* for *phantom steed*, and *tree stride* for *dimension door*. You might want to see if your DM will allow trades from different class lists as well, but don't expect to get *chain lightning* out of it.

COMBAT STYLES

The two basic choices for combat style, melee or ranged, impact your weapon and feat choices. To begin with, many rangers will likely follow the Dodge feat tree, supplemented by Combat Expertise.

RANGER'S TREE DWELLING

The series of platforms and walkways presented in this map exist high in the canopy of three huge trees. This area could be the dwelling of a ranger PC or NPC, or it could be part of a larger forest city high above the ground. For more inspiration about how to use this map, see the other maps presented in this issue.

Limited to light armor, rangers should start looking for ways to boost their AC early, and these feats help. In addition, Dodge and Mobility are part of the prerequisites for Shot on the Run, and rangers following the ranged combat style will most likely want that feat. Rangers following the melee combat style just want the higher AC granted by Dodge and Mobility. Many rangers take Self-Sufficient at 1st level for the bonuses to Heal and Survival.

Ranged Combat Style

Characters with high Dexterity scores are not only more accurate with all heir ranged attacks but have a higher Dexterity bonus to AC as well. Elves often choose this style because of their bonus to Dexterity and penalty to

BARD/RANGER MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Brd1	+0	+0	+2	+2	6	Bardic music, bardic knowledge, countersong, *fascinate*, inspire courage +1, access to 0-level bard spells, feat (Dodge)
2	Brd1/Rgr1	+1	+2	+4	+2	10	1st favored enemy, Track, wild empathy
3	Brd2/Rgr1	+2	+2	+5	+3	14	Access to 1st-level bard spells, feat (Point Blank Shot)
4	Brd2/Rgr2	+3	+3	+6	+3	18	Combat style (ranged), ability increase
5	Brd3/Rgr2	+4	+4	+6	+3	22	Inspire competence
6	Brd3/Rgr3	+5	+4	+6	+4	26	Endurance, feat (Precise Shot)
7	Brd4/Rgr3	+6	+4	+7	+5	30	Access to 2nd-level bard spells
8	Brd4/Rgr4	+7	+5	+8	+5	34	Animal companion, access to 1st-level ranger spells, ability increase
9	Brd5/Rgr4	+7	+5	+8	+5	38	Feat (Mobility)
10	Brd5/Rgr5	+8	+5	+8	+5	42	2nd favored enemy
11	Brd6/Rgr5	+9	+6	+9	+6	46	*Suggestion*
12	Brd6/Rgr6	+10	+7	+10	+7	50	Improved combat style, feat (Shot on the Run), ability increase
13	Brd7/Rgr6	+11	+7	+10	+7	54	Access to 3rd-level bard spells
14	Brd7/Rgr7	+12	+7	+10	+7	58	Woodland stride
15	Brd8/Rgr7	+13	+7	+11	+8	62	Inspire courage +2, feat (Far Shot)
16	Brd8/Rgr8	+14	+8	+12	+8	66	Swift tracker, access to 2nd-level ranger spells, ability increase
17	Brd9/Rgr8	+14	+9	+12	+8	70	Inspire greatness
18	Brd9/Rgr9	+15	+9	+12	+9	74	Evasion, feat (Spring Attack)
19	Brd10/Rgr9	+16	+9	+13	+10	78	Access to 4th-level bard spells
20	Brd10/Rgr10	+17	+10	+14	+10	82	3rd favored enemy, ability increase

Constitution. Halflings often choose this style because of their racial bonus with thrown weapons. Societies that live on open ground, such as prairies, Arctic taiga, and steppes often produce rangers that use the ranged combat style.

Since shortbows can be used while mounted, rangers choosing this style often take ranks in Ride and choose animal companions that can double as mounts. In addition, unless the mount is a warhorse or warpony, a rider in combat must make a Ride check as a move action, so mounted characters cannot make full-attack actions and that makes two-weapon fighting impossible. Composite bows, with the highest possible Strength bonus for the character, are popular with rangers using this style because of their large range increments. Rangers typically carry composite longbows because they deliver excellent damage and have a long range. Feats chosen are typically Point-Blank Shot, Dodge, Mobility, Shot on the Run, Precise Shot, Mounted Combat, and Mounted Archery.

Melee Combat Style

Characters with high Strength scores prefer this combat style, particularly if they also have high Constitution scores (to absorb more damage) or high Dexterity scores (to avoid getting hit). Half-orcs often choose this style because they have high Strength scores. Dwarves with high Strength scores often choose this style since they have a bonus to Constitution. Societies that live in places with limited lines of sight, such as underground, in forests or jungles, or among mountain ranges often produce rangers that use the melee combat style.

For rangers whose favored enemies are vulnerable to critical hits, weapons with large threat ranges are ideal. Such rangers often pair the scimitar or rapier and the kukri. For rangers whose favored enemies are constructs, elementals, plants, or undead, the key is to get the most damage out of standard weapons. These rangers pair battleaxes, flails, longswords, tridents, or warhammers with handaxes or shortswords. Either may choose to use a spiked shield as an off-hand weapon, in which case the character often chooses Improved Shield Bash as a feat.

High-Dexterity characters who choose this style typically choose Weapon Finesse, Dodge, Quick Draw, Mobility, Improved Initiative, Combat Reflexes, and Spring Attack. High-Strength characters who choose this style typically choose Alertness, Quick Draw, Improved Initiative, Two-Weapon Defense, Power Attack, Cleave, and Favored Power Attack (see Feats of Hunters, on page 58).

RANGER ATTITUDES

Just as barbarians have varied attitudes about cities and city-dwellers, so too do rangers have different attitudes about nature, those who abuse nature, and everyone else.

To Nature

For good rangers, nature is something that must be protected. It is incapable of completely protecting itself, and the ranger must step forward and assist. Good rangers educate people about the value of preserving and cooperating with nature.

For neutral rangers, nature is often something so awesome and ever-present that nothing can ever truly destroy it. They typically see themselves less as protectors and more as avengers, out to punish the most egregious destroyers.

Evil rangers use the natural world as a way to kill. They respect and admire all the destructive tools at nature's disposal, from exposure to avalanches to wild beasts. They seek to emulate those tools, making people terrified of the darkness outside their windows.

To Those Who Abuse Nature

Regardless of their alignment, rangers despise those who abuse the natural world. Some feel the abuse can best be countered through education,

CLERIC/RANGER MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Clr1	+0	+2	+0	+2	8	Turn or rebuke undead, access to 0- and 1st-level cleric spells, feat (Dodge)
2	Clr1/Rgr1	+1	+4	+2	+2	12	1st favored enemy, Track, wild empathy
3	Clr2/Rgr1	+2	+5	+2	+3	17	Feat (Mobility)
4	Clr2/Rgr2	+3	+6	+3	+3	21	Combat style (melee), ability increase
5	Clr3/Rgr2	+4	+6	+4	+3	26	Access to 2nd-level cleric spells
6	Clr3/Rgr3	+5	+6	+4	+4	30	Endurance, feat (Two-Weapon Defense)
7	Clr4/Rgr3	+6	+7	+4	+5	35	
8	Cl4/Rgr4	+7	+8	+5	+5	39	Animal companion, access to 1st-level ranger spells, ability increase
9	Clr5/Rgr4	+7	+8	+5	+5	44	Access to 3rd-level cleric spells, feat (Improved Favored Enemy*)
10	Clr5/Rgr5	+8	+8	+5	+5	48	2nd favored enemy
11	Clr6/Rgr5	+9	+9	+6	+6	53	
12	Clr6/Rgr6	+10	+10	+7	+7	57	Improved combat style, feat (Spring Attack), ability increase
13	Clr7/Rgr6	+11	+10	+7	+7	62	Access to 4th-level cleric spells
14	Clr7/Rgr7	+12	+10	+7	+7	66	Woodland stride
15	Clr8/Rgr7	+13	+11	+7	+8	71	Feat (Power Attack)
16	Clr8/Rgr8	+14	+12	+8	+8	75	Swift tracker, access to 2nd-level spells, ability increase
17	Clr9/Rgr8	+14	+12	+9	+9	80	Access to 5th-level cleric spells
18	Clr9/Rgr9	+15	+12	+9	+9	84	Evasion, feat (Favored Power Attack*)
19	Clr10/Rgr9	+16	+13	+9	+10	89	
20	Clr10/Rgr10	+17	+14	+10	+10	93	3rd favored enemy

*See Feats of Hunters, below.

others through retribution. Some of those want to take credit for nature's revenge, and others would rather hide their hands and make the revenge look as though it was caused by a natural event.

To Others

Most rangers are comfortable with change. The natural world goes through seasonal changes over and over again, so rangers understand that civilization changes the natural world. The issue is where the ranger draws the line. Some believe that for everything taken, something must be put back. They encourage planting forests to eventually replace trees cut for lumber, for example. Others point to grass and weeds growing up through cobblestones or moss growing on roofs and remind city-dwellers that without constant maintenance, their cities would be swallowed by the natural world. Still others see all beings as prey for nature's destructive urges.

CLASS COMBOS

The revision makes it less likely that any class will "cherry pick" other classes, only taking the first level for its benefits. Instead, characters are likely to continue multiclassing for extended periods because the combinations fit the player's vision of the character. Paladins and monks, because of their restrictions on multiclassing, are least likely to make class combos, and aren't covered here.

Ranger/Barbarian

This class combination is covered in "The Roles of Rage" in this issue.

Ranger/Bard

The ranger and the bard are similar in several ways. There is very little difference in their average hit points. Both get the same number of skill points at each level. They even have skills in common. Rangers have a more favorable base attack bonus progression and a more favorable Fortitude saving throw progression. Bards have a more favorable Will save progression and begin casting spells sooner. With their combined access to Hide and Move Silently and their very high Reflex saving throw bonuses, these characters often make excellent scouts, returning to the party with news of what lies ahead, bardic knowledge related to the threat, and some ideas on how their abilities can enhance the rest of the party while dealing with it.

Gnomes are more likely to favor this combination than any other race. Because they treat gnome hooked hammers as martial weapons, gnome ranger/bards are slightly more likely to take the melee combat style.

Compared to a Single-Class Ranger

Advantages: Earlier access to spells, better Will save progression, Access to bard skills.

Disadvantages: No access to ranger's high-level abilities, slower base attack progression.

Character Choices

These characters spend skill points from both classes on Climb (Str), Concentration (Con), Hide (Dex), and Move Silently (Dex). Additional ranger skill points are spent on Ride and Survival. Additional bard skill points are spent on Perform and Knowledge (history) until the character has 5 ranks in the latter for the boost it gives to bardic knowledge checks. They divide remaining skill points between Knowledge (dungeoneering), Knowledge (geography), and Knowledge (nature) over ensuing levels.

Because of their light armor and lower average hit points, characters using this combination often pursue the ranged combat style. They rarely choose constructs, elementals, plants, or undead as favored enemies, but otherwise display a wide variety of choices. Small characters choosing this combination most often seek animal

RANGER/DRUID MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Rgr1	+1	+2	+2	+0	8	1st favored enemy, Track, wild empathy, feat (Dodge)
2	Rgr1/Drd1	+1	+4	+2	+2	12	Animal companion, nature sense, wild empathy, access to 0- and 1st-level druid spells
3	Rgr2/Drd1	+2	+5	+3	+2	17	Combat style, feat (Mobility)
4	Rgr2/Drd2	+3	+6	+3	+3	21	Woodland stride, ability increase
5	Rgr3/Drd2	+4	+6	+3	+4	26	Endurance
6	Rgr3/Drd3	+5	+6	+4	+4	30	Trackless step, access to 2nd-level druid spells, feat (Point-Blank Shot)
7	Rgr4/Drd3	+6	+7	+5	+4	35	Access to 1st-level ranger spells
8	Rgr4/Drd4	+7	+8	+5	+5	39	Resist nature's lure, ability increase
9	Rgr5/Drd4	+8	+8	+5	+5	44	2nd favored enemy, feat (Shot on the Run)
10	Rgr5/Drd5	+8	+8	+5	+5	48	Wild shape (1/day), access to 3rd-level druid spells
11	Rgr6/Drd5	+9	+9	+6	+6	53	Improved combat style
12	Rgr6/Drd6	+10	+10	+7	+7	57	Wild shape (2/day), feat (Natural Spell), ability increase
13	Rgr7/Drd6	+11	+10	+7	+7	62	
14	Rgr7/Drd7	+12	+10	+7	+7	66	Wild shape (3/day), access to 4th-level druid spells
15	Rgr8/Drd7	+13	+11	+8	+7	71	Swift tracker, access to 2nd-level ranger spells, feat (Mounted Combat)
16	Rgr8/Drd8	+14	+12	+8	+8	75	Wild shape (large), ability increase
17	Rgr9/Drd8	+15	+12	+8	+9	80	Evasion
18	Rgr9/Drd9	+15	+12	+9	+9	84	Venom immunity, access to 5th-level druid spells, feat (Mounted Archery)
19	Rgr10/Drd9	+16	+13	+10	+9	89	3rd favored enemy
20	Rgr10/Drd10	+17	+14	+10	+10	93	Wild shape (4/day), ability increase

companions they can ride and that are capable of defending the character. Bigger characters seek animal companions with strong fighting abilities.

Ranger/Cleric

The ranger/cleric makes a solid undead hunter, choosing undead as his favored enemy and combining favored enemy bonuses with feats like Two-Weapon Defense and Favored Power Attack (see the Feats of Hunters sidebar). His high Fortitude and Will saving throw bonuses prepare him to succeed at saving throws invoked by undead abilities. Even more than druids or paladins, this combination makes a fine secondary healer for a party.

This combination offers an excellent Fortitude saving throw bonus with good Reflex and Will saving throw bonuses, access to spells, and the ability to turn or rebuke undead. Such characters' base attack bonus progressions are slow compared to a single-class ranger and never get a cleric's high-level spells or a ranger's high-level abilities. They benefit from a ranger's broad weapon proficiencies, but not from the cleric's access to heavier armor. Fortunately, their hit points equal either a single-class cleric or a single-class ranger.

Compared to a Single-Class Cleric

Advantages: Better attack progression, better Reflex save progression, access to ranger class abilities and skills, ability to combine cleric magic items with ranger class abilities, access to ranger weapon proficiencies.

Disadvantages: No access to cleric spells above 5th level, limited to light armor.

Character Choices

Characters choosing this combination use skill points from both classes to buy ranks in Heal. Additional cleric skill points also go into Knowledge (religion) (Int) for the boost it gives to attempts to turn or rebuke undead. Additional ranger skill points go into Concentration, Handle Animal (Cha), Knowledge (nature) (Int), Survival (Wis), and either Knowledge (dungeoneering) (Int) or Knowledge (geography) (Int).

The ranger/cleric often chooses Undead as its favored enemy and repeats that choice at 5th and 10th level to increase the bonuses. Characters are evenly divided on which combat style is best, since composite longbows do as much damage as most one-handed melee weapons and undead ignore critical hits. They choose feats that support their combat style, and also take Self-Sufficient. The example progression on page 61 follows the melee combat style, and often chooses a light spiked shield as its off-hand weapon. Animal companions that can dish out large amounts of melee damage are often favored by this class, particularly bears and lions.

When choosing spells, characters with this combination prefer spells that aren't opposed by Spell Resistance since they will never have the caster level of a single-class cleric. Spells that affect the caster or the caster's allies are favored, particularly those with instantaneous durations since they are unaffected by caster level. Strong domain choices include Air, Death, Destruction, Evil, Fire, Good, Healing, Knowledge, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, and War. Most common are Healing, Protection, Strength, or War.

Ranger/Druid

Where the barbarian/druid embodies nature's fury unleashed, the ranger druid demonstrates the cunning of nature's wiliest hunters and nature's infinite patience. With a broad selection of spells, they typically take Natural Spell so they can cast while in wild shape.

FIGHTER/RANGER MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Ftr1	+1	+2	+0	+0	10	Feat (Iron Will), bonus feat (Combat Expertise)
2	Ftr1/Rgr1	+2	+4	+2	+0	15	1st favored enemy, Track, wild empathy
3	Ftr2/Rgr1	+3	+5	+2	+0	20	Feat (Power Attack), bonus feat (Improved Disarm)
4	Ftr2/Rgr2	+4	+6	+3	+0	25	Combat style, ability increase
5	Ftr3/Rgr2	+5	+6	+4	+1	30	
6	Ftr3/Rgr3	+6	+6	+4	+2	35	Endurance, feat (Weapon Focus)
7	Ftr4/Rgr3	+7	+7	+4	+2	40	Bonus feat (Weapon Specialization)
8	Ftr4/Rgr4	+8	+8	+5	+2	45	Animal companion, access to 1st-level ranger spells, ability increase
9	Ftr5/Rgr4	+9	+8	+5	+2	50	Feat (Cleave)
10	Ftr5/Rgr5	+10	+8	+5	+2	55	2nd favored enemy
11	Ftr6/Rgr5	+11	+9	+6	+3	60	Bonus feat (Great Cleave)
12	Ftr6/Rgr6	+12	+10	+7	+4	65	Improved combat style, feat (Two-Weapon Defense), ability increase
13	Ftr7/Rgr6	+13	+10	+7	+4	70	
14	Ftr7/Rgr7	+14	+10	+7	+4	75	Woodland stride
15	Ftr8/Rgr7	+15	+11	+7	+4	80	Feat (Greater Weapon Focus), bonus feat (Improved Sunder)
16	Ftr8/Rgr8	+16	+12	+8	+4	85	Swift tracker, access to 2nd-level ranger spells, ability increase
17	Ftr9/Rgr8	+17	+12	+9	+5	90	
18	Ftr9/Rgr9	+18	+12	+9	+6	95	Evasion, feat (Diehard)
19	Ftr10/Rgr9	+19	+13	+9	+6	100	Bonus feat (Combat Reflexes)
20	Ftr10/Rgr10	+20	+14	+10	+6	105	3rd favored enemy, ability increase

The ranger gives up some skill points and base attack bonus progression, but gains druid spells and loses no hit points. The combination gets both druid and ranger spells, but also has some overlapping abilities that do not stack (wild empathy and woodland stride). Fortunately, a druid's animal companion ability and a ranger's animal companion ability stack for the purposes of determining the power of an animal companion. The druid class cannot use metal armor, but this suits the ranger's combat style restriction on armor.

Compared to a Single-Class Ranger

Advantages: Access to druid spells and class abilities, improved Will saving throw progression, access to ranger abilities through druid class, faster animal companion advancement, ability to use druid magic items.

Disadvantages: No access to ranger's highest level combat style feature, overlapping class abilities that don't stack.

Character Choices

Characters who pursue this class combination generally focus their skill points on Concentration, Knowledge (nature), and Survival. Additional druid skill points go to Spellcraft (Int). Additional ranger skill points go to Hide (Dex), Move Silently (Dex), and either Knowledge (dungeoneering) (Int) or Knowledge (geography) (Int).

The druid/ranger is most comfortable in the great outdoors and prefers the ranged combat style and the feats that support it for their lethality at distances. Their favored enemies are often some type of humanoid or giants. Dwarves and gnomes who follow this combination prefer giants as their favored enemy, enhancing racial benefits against those foes. Covering long distances is important to these characters, so they most often choose riding animals appropriate to their size as animal companions.

Ranger/Fighter

The ranger/fighter is a combination for characters who care more for combat prowess than for spellcasting or animal companions. This class combination essentially trades skill points for feats. Characters that pursue this combination will never be as skilled as other rangers, but they will possess significantly more feats. Combined with the ranger's combat style, this makes for a deadly combatant.

While they can be stealthier than fighters, they aren't as stealthy as single-class rangers. Their strength lies in the fact that very few obstacles represent more than a delay to them, as what they can't climb or jump over, they can swim across. The fighter class provides additional hit points, as well as fighter bonus feats.

Of all the races, dwarves are the most likely to pursue this combination. Dwarf ranger/fighters typically mate the melee combat style with the dwarven urgrosh or with a shield and dwarven waraxe.

Compared to a Single-Class Ranger

Advantages: Excellent Fortitude saving throw progression, slightly better

MULTICLASS SPELLCASTERS

Although the ranger/cleric, ranger/druid, ranger/sorcerer, and ranger/wizard are all presented as 20-level progressions, that doesn't mean they are adequate substitutes for clerics, druids, sorcerers, or wizards in your party. They are secondary casters, providing the party with more options and increased flexibility. In general, they focus on spells where caster level doesn't affect duration (for instance, spells with instantaneous durations) and where Spell Resistance isn't an issue (for instance, spells cast on party members or on the caster). This frees the primary casters to focus on more offensive spells.

RANGER/ROGUE MULTICLASS ADVANCEMENT

Level	Class Levels	Base Attack Bonus	Fort. Save	Ref. Save	Will Save	Average Hit Points	Abilities Gained and (Recommended Feats)
1	Rgr1	+1	+2	+2	+0	8	1st favored enemy, Track, wild empathy, feat (Iron Will)
2	Rgr1/Rog1	+1	+2	+4	+0	12	Sneak attack +1d6, trapfinding
3	Rgr2/Rog1	+2	+3	+5	+0	16	Combat style, feat (Point-Blank Shot)
4	Rgr2/Rog2	+3	+3	+6	+0	20	Evasion, ability increase
5	Rgr3/Rog2	+4	+3	+6	+1	24	Endurance
6	Rgr3/Rog3	+5	+4	+6	+2	28	Sneak attack +2d6, trap sense +1, feat (Precise Shot)
7	Rgr4/Rog3	+6	+5	+7	+2	32	Animal companion, access to 1st-level ranger spells
8	Rgr4/Rog4	+7	+5	+8	+2	36	Uncanny dodge, ability increase
9	Rgr5/Rog4	+8	+5	+8	+2	40	2nd favored enemy, feat (Dodge)
10	Rgr5/Rog5	+8	+5	+8	+2	44	Sneak attack +3d6
11	Rgr6/Rog5	+9	+6	+9	+3	48	Improved combat style
12	Rgr6/Rog6	+10	+7	+10	+4	52	Trap sense +2, feat (Mobility), ability increase
13	Rgr7/Rog6	+11	+7	+10	+4	56	Woodland stride
14	Rgr7/Rog7	+12	+7	+10	+4	60	Sneak attack +4d6
15	Rgr8/Rog7	+13	+8	+11	+4	64	Swift tracker, access to 2nd-level ranger spells, feat (Shot on the Run)
16	Rgr8/Rog8	+14	+8	+12	+4	68	Improved uncanny dodge, ability increase
17	Rgr9/Rog8	+15	+8	+12	+5	72	
18	Rgr9/Rog9	+15	+9	+12	+6	76	Sneak attack +5d6, trap sense +3, feat (Stealthy)
19	Rgr10/Rog9	+16	+10	+13	+6	80	3rd favored enemy
20	Rgr10/Rog10	+17	+10	+14	+6	84	Rogue special ability, ability increase

*See Feats of Hunters, below

average hit points, access to fighter bonus feats, access to Weapon Specialization.

Disadvantages: No access to ranger's high-level abilities, weaker animal companion, fewer overall skill points.

Character Choices

This class combination usually spends fighter skill points on Climb (Str) and Swim (Str). Ranger skill points go to Hide (Dex), Jump (Str), Move Silently (Dex), Survival (Wis), and either Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), or Knowledge (nature) (Int).

In order to take advantage of the ranger's combat style, these characters cannot take advantage of the fighter's proficiency with all forms of armor. The two classes are equally proficient with weapons. The slight edge in hit points given by the fighter's larger Hit Die means this combination is more likely to follow the melee combat style. No favored enemy is more commonly chosen than another. The ranger/fighter's favored animals are often flying creatures, as many others cannot handle the rugged terrain this combination travels.

Ranger/Rogue

The ranger/rogue is second in combat prowess only to the ranger/fighter and has the potential to inflict a great deal more damage thanks to sneak attack damage and the two classes' shared expertise in stealth. Ranger/rogues give monsters nightmares.

This combination puts the ranger in the odd position of being the class that reduces the character's skill points. Overall, the combination gets more hit points than a single-class rogue and more skill points than a single-class ranger. It has good Fortitude saving throw bonuses, very good Reflex saving throw bonuses, and access to ranger weapons. The ranger's limitation to light armor is no drawback for the rogue, who wants light armor to avoid armor penalties. This nimble, stealthy combination makes for an excellent hunter and scout.

Compared to a Single-Class Ranger

Advantages: More skill points, good Reflex saving throw progression, sneak attack damage.

Disadvantages: No access to high-level ranger abilities, fewer hit points on average.

Character Choices

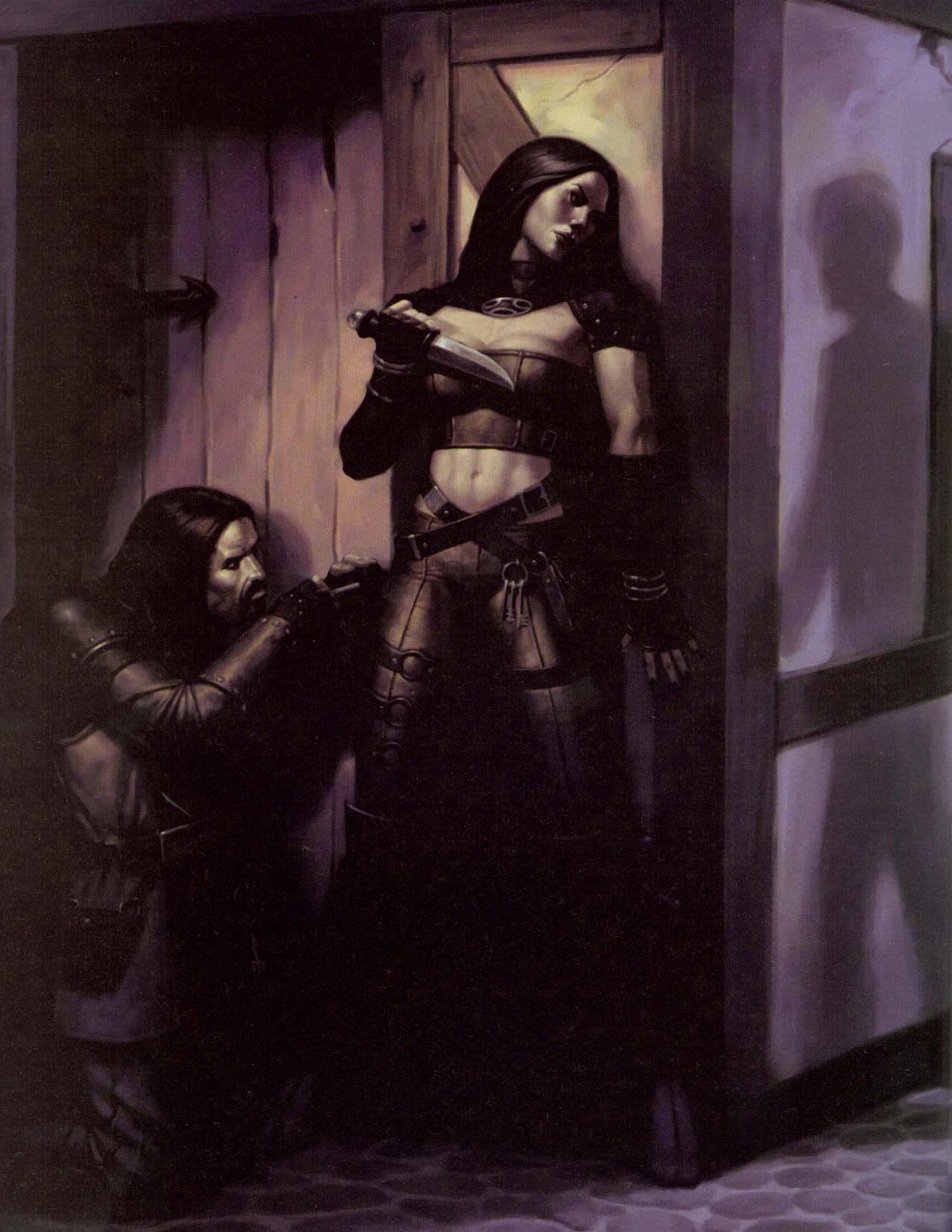
Characters pursuing this combination focus on stealth, specifically Hide (Dex) and Move Silently (Dex), spending skill points from both classes on those skills. Additional rogue skill points go to Climb (Str), Jump (Str), Listen (Wis), Spot (Wis), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex). Additional ranger skill points go to Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), and Survival (Wis).

Because of the combination's relatively low hit points, most characters pursuing it follow the ranged combat style and choose feats to accentuate that. Most characters do not choose constructs, elementals, plants, or undead as favored enemies since these are unaffected by the ranger/rogue's sneak attack damage. Animal companions are often flying (for their scouting abilities) or feline (for their stealth).

Ranger/Sorcerer and Ranger/Wizard

The ranger/sorcerer or ranger/wizard not only has a broad selection of spells, he knows which ones are most likely to give him, and his party, an advantage over any particular opponent. This character can sneak into an enemy camp and unleash a silent *fireball* before the enemy knows he's there. While this character shouldn't be either the primary fighter or the primary arcane spellcaster for his party, he does provide useful flexibility and a wide range of options.

The list of advantages the sorcerer or wizard class gives to the ranger



STEALTH AND DAGGER

Options, Combinations, and Prestige Classes for the Revised Rogue

by Michael Mearls and Jeff Quick · illustrated by James Ryman · cartography by Mike May

In D&D 3.5, the character classes received revisions and updates. A few classes changed significantly, while others, such as the rogue, received only minor changes. Although the rogue didn't undergo a complete overhaul, there are still a number of new tricks for the class that even experienced players might have overlooked. This article provides options, advice, and new prestige classes for building interesting rogue characters.

THE BASICS

Before you can build a cool rogue character, it is important to consider how the rogue class works, its strengths, and its weaknesses.

A Rogue's Role

On adventures, the rogue is perhaps the most versatile of all character classes. With her copious skill ranks, extensive list of class skills, proficiency with a variety of weapons and armor, and sneak attack ability, there are few situations in which a rogue cannot play a role. The key lies in figuring out how much of a role a rogue can play. The rogue can wear armor, but she is restricted to leather and other light protection. She can use many weapons, but most of them are one-handed or deal relatively light damage. Her hit points are mediocre at best, making her a poor choice to face off against tough monsters alone. Despite these drawbacks, the rogue is a valued member of any adventuring party. Her ability to defeat traps is unparalleled, and her sneak attack damage combined with her stealth allows her to defeat even mighty foes with a single strike.

The rogue is at her best when she uses an indirect approach to overcome an obstacle. To defeat a squad of soldiers guarding a tower, a fighter might charge into battle, while a sorcerer might unleash a *fireball*. In contrast, a rogue could sneak past them, use her glib tongue to bribe them, assume a disguise to trick them, or read their lips (using Spot) while employing the Hide skill to learn their password and walk right by them.

Strengths

The rogue's primary strength is her wide selection of skills. Not only does this provide you with a lot of options when designing your character, it gives her much more versatility during an adventure. Wizards and sorcerers might run out of spells, but a rogue can use her skills again and again. Her secondary strengths include her ability to defeat traps, a key talent in dungeon adventures, and her ability to play a critical, supporting role in combat. With her light armor, sneak attack damage, and Tumble skill, the rogue can wreak havoc on enemies who are already engaged in battle with the party's melee fighters. While in combat, try to find a safe way to flank an opponent. Remember, with her low AC and poor hit points, your rogue cannot afford to go it alone in battle. Team up with your allies to defeat an opponent before it can do much damage. Finally, although players often overlook the Use Magic Device skill, it can be quite useful once the rogue reaches 7th level, allowing you to use wands reliably. Until you reach 11th level, focus on magic items that play a role outside of combat such as a *wand of cure light wounds*. You can repeatedly use such items to help the party without worrying about any major complications if your Use Magic Device check fails. If you rely on a *wand of fireballs* at early levels, you might find your skill failing you at critical moments.

Weaknesses

Since the rogue relies on light armor, her low hit points can quickly become

a pressing issue in battle. One lucky hit from an orc can drop even a 3rd- or 4th-level rogue to zero or fewer hit points. Even with a high Dexterity score, leather armor or a chain shirt provides little protection against giants, trolls, and other creatures that specialize in melee combat. To overcome these weaknesses, rogues should stay away from tough monsters and let the fighters deal with them. Unless you can flank an opponent or the situation is truly dire, avoid melee. Try to find magic items that increase your AC. *Amulets of natural armor* are great for rogues since they don't carry an armor check penalty and can stack with magical armor.

ROGUES AND RACE

Perhaps the most important choice in molding how your character operates, race can dictate if your rogue is best suited for social situations, ranged combat, sneaking, or melee.

Human

The bonus feat humans gain comes in very handy for low-level rogues who favor ranged weapons, as it allows you to combine Point Blank Shot with Rapid Shot or Precise Shot. With this combination of feats, even a 1st-level rogue can ably perform as an archer. A human rogue is perhaps the most versatile character combination possible, as the bonus feat and skill points expand the rogue's already wide range of talents.

Dwarf

The dwarf's Constitution bonus helps balance out the rogue's low hit points, but the penalty to Charisma makes class skills like Bluff and Diplomacy poor choices. Even worse, the dwarf's low speed makes it more difficult to get into position for a sneak attack or to escape a powerful creature. However, a multiclassed dwarf fighter/rogue excels if you avoid skills that suffer armor check penalties. Instead, take ranks in Search, Disable Device, Open Lock, and similar skills to defeat traps and overcome social obstacles while wearing the heaviest plate armor you can find.

ROGUE'S GUILD HEADQUARTERS

This map presents a dwelling with multiple bedrooms, meeting spaces, and storage rooms, and a large dining hall. The building could be the permanent headquarters and living residence for a local rogue's guild, with the higher ranking members enjoying the bigger bedrooms. Alternately, the building could be used as an inn, providing weary travelers with a place to rest and rogues a place to pick a few pockets and practice their trade.

For more inspiration on how to use this map, see the other maps presented in this issue.

Elf
The elf's Dexterity bonus makes it an attractive choice for a rogue character, but his penalty to Constitution aggravates the class's weaknesses. An elf rogue works best when he emphasizes stealth and archery, two areas that benefit from this race's Dexterity bonus. Avoid melee combat, but if you have a 14 or higher ability score, consider assigning it to Constitution. Doing so allows you to build a very effective elf character.

Gnome
Due to her Small size, a gnome rogue should make the most of her +4 size bonus to Hide checks and focus on stealth. While the gnome suffers a penalty to Strength, her sneak attack damage and size bonus to hit more than compensate. Best of all, her size bonus to AC helps overcome the rogue's reliance on light armor. Furthermore, her innate spells are ideally suited to creating tricks to confuse and neutralize opponents. A well-timed *ghost sound* can distract a guard long enough to let you loot an evil temple's treasury. The gnome rogue's primary drawback is her low speed.

Half-Orc
With his penalty to Intelligence and Charisma, the half-orc seems like a poor choice to be a clever, dashing rogue. However, this race's bonus to Strength and affinity for the barbarian class makes a multiclassed barbarian/rogue a powerful combination. While half-orcs generally perform poorly as scouts and spokesmen, they can balance out the rogue's weaknesses and turn this class into a potent melee warrior.

Half-Elf
While the half-elf lacks the human's versatility, her racial bonuses to Diplomacy and Gather Information skills make her an excellent choice if you want to play a silver-tongued rogue who charms her victims while robbing them blind. Although the race's +1 bonus to Listen, Spot, and Search checks isn't as strong as an elves' skill bonuses, they still help half-elven rogues become good scouts.

Halfling
Perhaps the best-suited race to the rogue class, the halfling's small size and skill bonuses make him a scout and sneak without equal. As with the gnome, his poor Strength is offset by his size bonus to attack rolls, armor class, Hide checks, and sneak attack damage. The halfling's skill with thrown weapons makes Quick Draw a good feat choice, as it allows you to use daggers and throwing axes without wasting actions to ready a second shot.

ROGUES AND MULTICLASSING
The rogue's primary strengths, good skills, and sneak attack damage blend well with almost any other character class. Neither of these abilities suffers much if it lags behind due to multiclassing. Wizards and clerics lose critical spellcasting levels if they take a second class, but the rogue can gain more than she loses with a well-chosen additional class.

Barbarian
The barbarian class's reliance on light armor is a perfect match with the rogue's abilities. In addition, the barbarian gains damage reduction and uses a d12 hit die, the perfect remedies to the rogue's poor hit points. Focus on Dodge, Mobility, and Spring Attack for feats to make the most of this class's improved speed. With these three feats you can easily move around a monster and attack on your action, allowing you to regularly gain your sneak attack damage.

Fighter
While the fighter's reliance on heavy armor seems to make her a poor partner for the stealthy rogue, this belief assumes that rogues must be stealthy. Many of the rogue's most useful class skills, such as Disable Device, do not suffer armor check penalties. Thus, a fighter/rogue can wear the heaviest armor available and still take advantage of many of the rogue's class skills. The fighter's main drawback is that she contributes pitiably few skills to the equation, but her many feats more than compensate for this. Focus on improving your combat abilities with Weapon Focus, Weapon Specialization, and Cleave to make the most of your sneak attacks. In battle, you can rely on your heavy armor to wade into the thick of things and flank your enemies.

Ranger
In some ways, the D&D 3.5 ranger duplicates many of the rogue's abilities. Many players found that in D&D 3.0, taking a single level of ranger was a great option to gain access to bonus feats, but that option is no longer available. Still, the ranger's reliance on light armor and her abilities that help her avoid detection (camouflage and hide in plain sight) make her a good choice for a rogue who wants to multiclass. The archery combat option is probably the superior choice for a ranger/rogue, as two-weapon fighting causes penalties that aggravate the rogue's already mediocre base attack bonus. Furthermore, the ranger's d8 Hit Die does little to compensate for the rogue's mediocre hit points, giving even more reason for the multiclassed ranger/rogue to stay out of close combat. These two classes are a good combination, as they have similar strengths and weaknesses, but remember that although the classes play on one another's strengths, the ranger class does little to balance the rogue class's weaknesses.

ROGUE FEATS
The new feats presented here are designed to enhance the rogue's strengths. For example, Mercurial Strike emphasizes the rogue's speed and role as a supporting fighter, while Tutor plays into his wealth of skill ranks.

Mercurial Strike [General]
With a single motion, you draw your weapon and slash at an opponent.

Prerequisite: Quick Draw, base attack bonus +5.

Benefit: Any time an opponent provokes an attack of opportunity from you, but you are unarmed, you may draw a melee weapon and make your attack of opportunity with it. The target of your attack of opportunity is caught flat footed for that attack.

Precise Strike [General]
You are skilled in finding your opponent's weakness and striking where it hurts most.

Prerequisites: Dex 13, ability to sneak attack.

Benefit: When making an attack that would qualify as a sneak attack, you may take away any number of dice

BRANCH DANCER REQUIREMENTS

To qualify to become a branch dancer, a character must fulfill all the following criteria.

Alignment: Any non-evil.

Balance: 5 ranks.

Climb: 5 ranks.

Knowledge (nature): 5 ranks.

Feats: Track.

Special: Must receive the blessing of a treant for heroism in defense of a forest; must receive 3 months' training under another branch dancer.

BRANCH DANCER CLASS SKILLS

The branch dancer's class skills (and the key abilities for each) are:

Str: Climb, Jump.

Dex: Balance, Hide, Move Silently.

Con: –

Int: Craft, Knowledge (nature).

Wis: Listen, Spot, Survival.

Cha: –

Skill points at each level: 4 + Int modifier.

BRANCH DANCER CLASS FEATURES

Hit Die: d8

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+1	+0	+2	+0	Branch fighting
2nd	+2	+0	+3	+0	*Speak to trees,* instant fletching
3rd	+3	+1	+3	+1	*Moss foot,* skill mastery
4th	+4	+1	+4	+1	Improved branch fighting, instant fletching (+1 arrows)
5th	+5	+1	+4	+1	*Tree stride*

from your sneak attack damage and add a +2 circumstance bonus to your attack roll for each die reduction you make. You may convert as many of your dice from your sneak attack damage as you wish in this manner. However, if you make more than one sneak attack during a round and are using this feat, you must convert the same number of dice for each one.

Tutor [General]

You have a talent for instructing others in the areas of your expertise, allowing them to temporarily improve their performance.

Prerequisite: Int 13.

Benefit: You can grant an ally a +2 competence bonus to any skill that you have trained in, including cross-class skills. Instructing an ally requires four days of work, and the ally loses this bonus if you do not spend one hour each day refreshing her training. You may tutor a total number of allies equal to your Intelligence bonus, and each ally may only receive the bonus to one skill.

ROGUE SPECIAL ABILITIES

Starting at 10th level, the rogue gains the option to choose from a list of special abilities. Presented here are a couple new options you can choose.

Knockout Blow: When a rogue would make a sneak attack that deals subdual damage, she may instead attempt to stun her opponent before rolling her attack. If she hits, her opponent must succeed at a Fortitude save (DC 15 + 1 per die of sneak attack damage) or be stunned for 1d3 rounds.

Painful Strike: The rogue's knowledge of anatomy allows her to inflict tremendous pain. The rogue must make a sneak attack attempt with an unarmed strike. If she hits, her target must make a Fortitude save (DC 10 + 1 per die of sneak attack damage + Intelligence modifier). If the target fails this save, he must make a Concentration check (DC 15 + 1 per die of sneak attack damage + spell level) to cast a spell or use a spell-like ability for the next 1d6 rounds. The target suffers only normal damage for the unarmed strike, not sneak attack damage, when a rogue uses this ability.

ROGUE PRESTIGE CLASSES

The prestige classes presented below provide rogue characters with more direction. They are intended to help focus your rogue while still leaving you room to pick up the class's best features.

Branch Dancer

Elves, fey creatures, and others who spend a great deal of time in the verdant depths of ancient forests develop a kinship with the forests' main residents: trees. They learn to listen to trees, befriend them, and fight alongside them in their defense. These supple arboreal warriors are known as branch dancers, and they fight allied with trees as much as they fight to defend them.

Elves pioneered this discipline, but they are not stingy with its secrets. Anyone who qualifies for the class and acts in a forest's defense can learn to be a branch dancer. Rangers commonly become branch dancers, and rogues make excellent branch dancers with appropriate multiclassing, as do druids and bards. Monks sometimes walk this path, as the solitude in the forest suits their discipline. Other classes do not fare as well.

Branch dancers dress for stealth and comfort, adorning their clothes with bark and twigs from their home forests. NPC branch dancers are usually committed to the protection of a particular forest or grove. They live their lives in the canopy layer, and some have not touched the ground in years. Given their ability to duck behind trees and even disappear within them, branch dancers are often mistaken for fey creatures.

Those who serve under leaders are sometimes sent to serve as tokens of esteem or honor guards to other forests throughout the world. Their service is "gifted" for a period of time; elven branch dancers are usually sent with a seed, and remain until the tree reaches maturity. Races with shorter life spans are typically given shorter service periods. Branch dancers are also occasionally sent to counter specific threats to a forest, and they remain until the threat is removed.

Branch Dancer Class Features

All the following are class features of the branch dancer prestige class.

Weapon and Armor Proficiency: Branch dancers gain proficiency with simple weapons and all bows. They gain proficiency with light armor, but not shields.

Skill Mastery (Ex): After months of intense training among the trees, the branch dancer becomes so assured in the use of certain skills that she can use them reliably even under adverse conditions. When making a Climb, Balance, Jump, Move Silently, or Survival check, she may take 10 even

MOLE ADVANCEMENT

Hit Die: d6

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special
1st	+0	+2	+0	+0	Burrow (5 ft.), sneak attack +1d6
2nd	+1	+3	+0	+0	*Meld into stone*, stone sight
3rd	+2	+3	+1	+1	Burrow (10 ft.), sneak attack +2d6
4th	+3	+4	+1	+1	*Stone shape, meld into stone* (3/day)
5th	+3	+4	+1	+1	Improved burrow, sneak attack +3d6

MOLE REQUIREMENTS

To qualify to become a mole, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Appraise: 2 ranks.

Hide: 3 ranks.

Profession (miner): 1 rank.

Search: 3 ranks.

Special: Must have worked in a mine for at least 1 year or lived underground for at least 5 years.

MOLE CLASS SKILLS

The mole's class skills (and the key abilities for each) are:

Str: Climb, Jump.

Dex: Hide, Move Silently.

Con: Concentration.

Int: Appraise, Knowledge (architecture and engineering), Knowledge (dungeoneering), Search.

Wis: Listen, Profession (any), Survival.

Cha: –

Skill points at each level: 6 + Int modifier.

if stress and distractions would normally prevent her from doing so.

Branch Fighting (Ex): At 1st level, the branch dancer can fight using the branches and trunk of a tree. The character essentially gains "tree" as an exotic weapon proficiency. As long as she is within 5 feet of some part of a living tree, she may use its branches as a bludgeoning weapon that deals 1d8 points of damage. The branch dancer may also use the tree as a double weapon that deals 1d8 points of damage with both ends. Additionally, the branch dancer may use the tree as cover.

Speak to Trees (Sp): Twice per day, a branch dancer can use *speak with plants* as a spell-like ability to speak with trees. This ability has a duration of 1 minute and allows the user to speak only with trees, no other plants.

Instant Fletching (Su): At 2nd level, as part of the branch dancer's heightened affinity for trees, she may draw arrows directly from a tree's surface. The arrows have wooden arrowheads, but they act as arrows for all purposes when used by a branch dancer. Each 20 arrows drawn from a tree reduces its age by one year. Trees generally do not mind this, but the ability can kill a sapling or weaken a young tree with repeated use, so it is generally reserved for mature trees (usually of Huge size or larger). Drawing an arrow from a tree is a free action.

At 4th level, any arrows created this way act as *+1 arrows.*

Moss Foot (Sp): Twice per day, the branch dancer may stick to wooden surfaces as if under the effects of a *spider climb* spell cast by a 10th-level sorcerer. The branch dancer may move at full speed when using this ability. No matter how thin or fragile the wood, the branch dancer can walk on it safely, and the tree will not shake or tremble because of her movement. In addition, a branch dancer gains a +5 circumstance bonus to Move Silently checks when moving on a tree.

Although this ability is mainly used to maintain footing on trees, its power may be used on any object made from trees such as a ship's masts, a ceiling beam, or the side of wooden buildings.

Improved Branch Fighting (Ex): At 4th level, because of her practice using trees as weapons and cover, a branch dancer's damage with a tree increases to 1d10 points of damage that may be either bludgeoning or piercing damage. In addition, she may strike with it as if it were a +1 weapon.

Tree Stride (Sp): Twice per day, a branch dancer can enter trees and move from inside one tree to inside another tree as per the *tree stride* spell cast by a druid of 9th level.

Mole

In underground communities where members dig their homes and livelihoods out of the living earth, a few diggers occasionally gain an unusual affinity for earth and digging. When combined with a warrior's spirit, these underground dwellers sometimes become moles.

Moles are patient and tenacious, like the stone from which they carve their livelihoods. As combatants, they live for the ambush. They can wait for hours in a cramped space for quarry to come along, and they launch devastating blows from the safety of an alcove, or within solid rock.

As workers and miners, they are single-minded in their attempts to wring a few more gems out of the earth. Further, they can excavate amazing amounts of earth in a fraction of the time it would take a normal miner to dig out a vein of precious metal. In a mining operation, moles are usually given a passage to themselves and told to come back when they get hungry. Sometimes these individuals aren't seen for two or three shifts afterward.

Moles' fingernails are usually long, tough, and always dirty. Their clothes and skin similarly remain covered with dirt, but the smudges and stains are a symbol of station for moles. They claim a difference between "good dirt" and "dirty," although the distinction seems wasted on non-moles. Although they are traditionally dwarves, members of any race who spend time digging underground have been known to become moles, including humans, gnomes, and drow. In one instance, a grimlock had even developed mole class abilities.

Mole is a relatively easy prestige class to qualify for, and it can benefit nearly anyone in a dungeon setting. Rogues, bards, and rangers qualify for this class quickly. Other classes can also learn to be moles with an appropriate focus on skill choice. The greatest impediment to reaching this class is the necessary amount of time spent underground. Most mole PCs should have either spent the time underground in their pre-adventuring life or taken a long break from adventuring to fulfill this requirement.

Obviously, moles fare best underground. Aboveground, especially in wooded or urban settings, a mole's special abilities are less useful. However, moles are still capable of

MAGIC FILCHER ADVANCEMENT

Hit Die: d6

Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells/Day
1st	+0	+0	+2	+2	*Detect magic*	+1 level of existing class
2nd	+1	+0	+3	+3	Wizard mimic	
3rd	+2	+1	+3	+3	*Dispel magic*	+1 level of existing class
4th	+3	+1	+4	+4	Magical certainty	
5th	+3	+1	+4	+4	Read aura	+1 level of existing class

MAGIC FILCHER REQUIREMENTS

To qualify to become a magic filcher, a character must fulfill all the following criteria.

Disable Device: 10 ranks.

Knowledge (arcana): 8 ranks.

Spellcraft: 5 ranks.

Use Magic Device: 5 ranks.

Special: Must be able to cast arcane spells.

MAGIC FILCHER CLASS SKILLS

The magic filcher's class skills (and the key abilities for each) are:

Str: Climb, Jump, Swim.

Dex: Balance, Escape Artist, Hide, Move Silently, Open Lock, Sleight of Hand, Tumble, Use Rope.

Con: Concentration.

Int: Appraise, Craft (alchemy), Disable Device, Decipher Script, Knowledge (arcana), Search, Spellcraft.

Wis: Listen, Spot.

Cha: Bluff, Use Magic Device.

Skill points at each level: 6 + Int modifier.

Jobber Class Features

All the following are class features of the jobber prestige class.

Weapon and Armor Proficiency: A jobber is proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Favored Mark (Ex): At 1st level, a jobber may select a humanoid race (dwarf, elf, goblinoid, human, and so on) as a favored mark. Due to her extensive study of her chosen race and training in the proper techniques for persuading such creatures, the jobber gains a +2 bonus to Appraise, Bluff, Diplomacy, Gather Information, and Sense Motive checks when using these skills in negotiation with creatures of this type. At 3rd and 5th levels, the jobber may select an additional favored mark. In addition, at each such interval, the bonus against any one favored mark (including the one just selected, if so desired) increases by 2.

Friendly Smile (Ex): When attempting to alter an NPC's attitude, a jobber gains a +5 competence bonus to Diplomacy checks.

Sneak Attack: The jobber gains the sneak attack ability at 2nd level. This is exactly like the rogue's sneak attack ability described in the *Player's Handbook*. The jobber gains +1d6 damage with this attack initially, but this rises to +2d6 at 4th level. If she already has the sneak attack ability from a previous class, the damage bonuses stack.

Hide in Plain Sight (Ex): While in any sort of natural terrain, a jobber of 2nd-level or higher can use the Hide skill even while being observed.

Fast Friend (Ex): At 2nd level, jobbers pick up the lay of the land very quickly. A jobber may make a Gather Information check after only 1 hour of socializing rather than the normal 1d4+1 hours. The jobber may retry a failed check 3 times in the same evening without drawing attention or suspicion.

Detect Wealth (Sp): Once per day at 3rd level, a jobber can detect the presence and approximate amount of the greatest concentration of wealth in an area. This is a specific kind of divination, similar to a *locate object* spell cast by a 5th-level wizard with the following exceptions. The ability's area of effect has a radius of a quarter mile; the ability's duration is one minute; and the ability detects the greatest single source of wealth within the area.

If a source of wealth is diffused over an area (such as a flock of sheep or a vein of precious ore), the jobber only gets a sense of direction until he reaches the approximate geographical center of the area.

Note that wealth is measured in more than coins, and even though a jobber determines where a valuable object is, she does not necessarily know why something is valuable or how to dispose of the wealth. For instance, a lord's art collection might be the greatest concentration of wealth in his fief. How the jobber can get and liquidate that wealth for the betterment of her community is left up to her discretion.

This ability is blocked by even a thin sheet of lead. *Polymorph any object* fools this ability.

Seal the Deal (Sp): At 4th level, a jobber gains the ability to enforce her deals. After a jobber negotiates an opportunity and terms, and these terms are committed to paper, she usually ends the negotiations with a handshake (or shaking the appropriate appendage of her new business partner). The handshake magically binds the partner to the terms of the deal. If the partner ever breaks the deal for any reason—willingly or not—he is affected as if the jobber had cast a *bestow curse* spell on him. The jobber chooses what will befall the deal breaker when the deal is closed. Revealing the use of this ability is at the jobber's discretion.

Magic Filcher

Thieves like to specialize. For the egotistical, specialization allows their reputation to spread more quickly and sets them apart from the crowd. For the business-minded, expertise means they can command higher prices and percentages. For the adventurous, it creates the opportunity for more intricate challenges.

Magic filchers specialize in stealing from the most dangerous targets: wizards. Wizards are famous for having expensive and dangerous baubles lying around their towers. Of course, magic filchers also steal from sorcerers, clerics, or any available spellcaster. Wizards are just the most likely people to have collected books, items, and artifacts worth stealing. Wizards also go to the greatest lengths to protect their possessions, requiring more expertise to steal them.

Magic filchers adorn themselves with trophies from their conquests. Many make it a point of pride to collect specific trinkets from each wizard they rob. Collections include bits of

STONEFACE REQUIREMENTS

To qualify to become a stoneface, a character must fulfill all the following criteria.

Alignment: A stoneface may not be of lawful alignment.

Bluff: 8 ranks.

Concentration: 3 ranks.

Feats: Persuasive, Skill Focus (Knowledge [any]).

STONEFACE CLASS SKILLS

The stoneface's class skills (and the key abilities for each) are:

Str: –

Dex: Hide, Move Silently, Open Lock, Sleight of Hand.

Con: Concentration.

Int: Forgery, Knowledge, Search.

Wis: Listen, Sense Motive, Spot.

Cha: Bluff, Diplomacy, Disguise, Gather Information, Perform.

Skill points at each level: 8 + Int modifier.

STONEFACE ADVANCEMENT

Hit Die: d8

Level	Attack	Base Save	Fort. Save	Ref. Save	Will Special
1st	+0	+0	+2	+2	Convicted mind, Investigator
2nd	+1	+0	+3	+3	*Honest countenance*, Persuasive
3rd	+2	+1	+3	+3	Resolute mind
4th	+3	+1	+4	+4	Guiltless aura
5th	+3	+1	+4	+4	*Utterly disavow*

parchment, hair from familiars, or even something as bold as rings. This collecting fetish has been the downfall of a few magic filchers, but the consensus among the rest is that only the sloppy filchers get caught. Those who fall prey to their targets deserve their fate for failing to cover their tracks.

Unsurprisingly, rogues make the best magic filchers, although the requirements for the class force a rogue to take levels of wizard or sorcerer to get into the business full time. Bards also step into this class with relative ease, although a bard must be focused in his skill selection to qualify. Wizards and sorcerers can choose this path, but they almost always require levels of rogue or bard in order to meet the requirements.

Magic Filcher Class Features

All the following are class features of the magic filcher prestige class.

Weapon and Armor Proficiency: A magic filcher gains no new weapon or armor proficiencies.

Spells Per Day: At 1st, 3rd, and 5th levels, the magic filcher gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning undead, for example). This essentially means that he adds the level of magic filcher to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

If a character had more than one spellcasting class before becoming a magic filcher, he must decide to which class he adds each level when he gains the magic filcher level.

Detect Magic (Sp): At 1st level, the magic filcher may act as though under the effects of a *detect magic* spell cast by a sorcerer of a level equal to the magic filcher's. The magic filcher may use this ability 3 times per day.

Wizard Mimic (Ex): At 2nd level, the magic filcher knows how to think like a wizard. He gains a +5 bonus to Use Magic Device checks when attempting to emulate an ability score, emulate a class feature, or activate blindly when these checks pertain to items with arcane spells or wizard-specific class features.

Dispel Magic (Sp): Once per day at 3rd level, the magic filcher may cast the *dispel magic* spell as a 10th-level sorcerer.

Magical Certainty (Ex): At 4th level, the magic filcher has a pretty good idea of how magic works. He can take 10 on Use Magic Device checks, and he never suffers damage from mishaps, either with the Use Magic Device skill or from attempting to use a scroll of higher caster level than he possesses. Note that mishaps might still occur, but the magic filcher is never harmed by them.

Read Aura (Su): By 5th level, the magic filcher has spent so much time studying magic items that their auras become visible to him. As long as a magic filcher has his sight, he can, at will, detect the presence or absence of magical auras within his field of vision and the location of each aura. If he wants to gain more information, he must use the *detect magic* spell or ability. If he uses his ability, the magic filcher may begin the study as if he had already used the ability for 2 rounds, allowing him to begin at the 3rd round of effectiveness. Among more obvious benefits, this ability grants a rogue a +5 bonus to Disable Device checks when attempting to disarm or bypass magical traps.

Stoneface

Some start out as actors, some were con men, and some claim to do it for the good cause, but everyone knows in the end that a stoneface obscures truth for her own ends.

The stoneface is a consummate liar. She combines a quick wit with a stern will. She knows when to hold on to even the most ridiculous fabrications and when to change her story to better soothe her audience. Through constant practice, the stoneface learns to alter not only her voice and body language, but also her aura, throwing off even divination spells directed against her.

Rogues and bards make excellent stonefaces. Spellcasters with a deceitful bent also can become good stonefaces in time, particularly wizards who specialize in illusion magic or clerics who take the Trickery domain. Most other classes can become stonefaces, but only with great effort. Monks never follow this path due to their alignment conflict.

The best lies contain lots of detail and are built on a solid foundation of truth. Given this premise, stonefaces seek and hoard all kinds of information and often develop an area of specialty, which allows them to run scams and deceive people more effectively. A stoneface often tries to make her lies relate to her area of expertise to bolster her credibility. However, any stoneface worth the name can pull off a spontaneous scam on nearly any topic.

Most stonefaces keep a low profile and stay mobile. Lies tend to catch up with them if they stay in one place too long. Stonefaces are well known to have a minimum of two escape plans in case a scam is discovered or things begin to fall apart. Not all stonefaces are overt scalawags, however. In rare cases, some set up shop as information brokers or spies, and although stonefaces are rarely good in alignment, a few exist deep undercover in evil organizations, smuggling information out to their masters while using their skills to mask their true identities.

Stoneface Class Features

All the following are class features of the stoneface prestige class.

Weapon and Armor Proficiency: A stoneface gains proficiency with all simple and martial weapons, all armor, and shields (except tower shields. Heavy armor and shields are seldom useful to a stoneface, but the proficiency allows them to pretend to be competent fighters if necessary.

Convicted Mind (Ex): At 1st level, a stoneface's rigorous mental training grants her a +2 bonus to saving throws against enchantment spells and effects.

Investigator (Ex): A stoneface gains the Investigator feat for free, gaining a +2 bonus on all Gather Information and Search checks.

Honest Countenance (Sp): At 2nd level, a stoneface can redirect attempted detection spells as though she were acting under the effects of a *misdirection* spell cast by a 5th-level sorcerer. The stoneface may use this ability once per day per stoneface level.

Persuasive (Ex): At 2nd level, a stoneface gains the Persuasive feat for free, gaining a +2 bonus on all Bluff and Intimidate checks.

Resolute Mind (Ex): At 3rd level, a stoneface's training grants her a +2 bonus to saving throws against mind-affecting spells and effects. This ability stacks with her convicted mind ability, giving her a +4 bonus to saving throws to spells and effects that are both enchantment and mind-affecting.

Guiltless Aura (Su): At 4th level, the stoneface is so skilled at masking her intentions that she acts at all times as if under the effects of a *misdirection* spell cast by a 10th-level sorcerer. In addition, the stoneface instantly knows when she is the subject of a divination attempt (either by spell or item) and what type of Divination effect it is, although not its origin. When alerted, she chooses the person or item within range that she wishes the diviner to detect.

Utterly Disavow (Sp): At 5th level, the stoneface's training allows her to evade detection from divination spells and magic items that can determine locations, such as *crystal balls.* Once per day, the stoneface may act as though under the effects of a *nondetection* spell cast by a 12th-level sorcerer.

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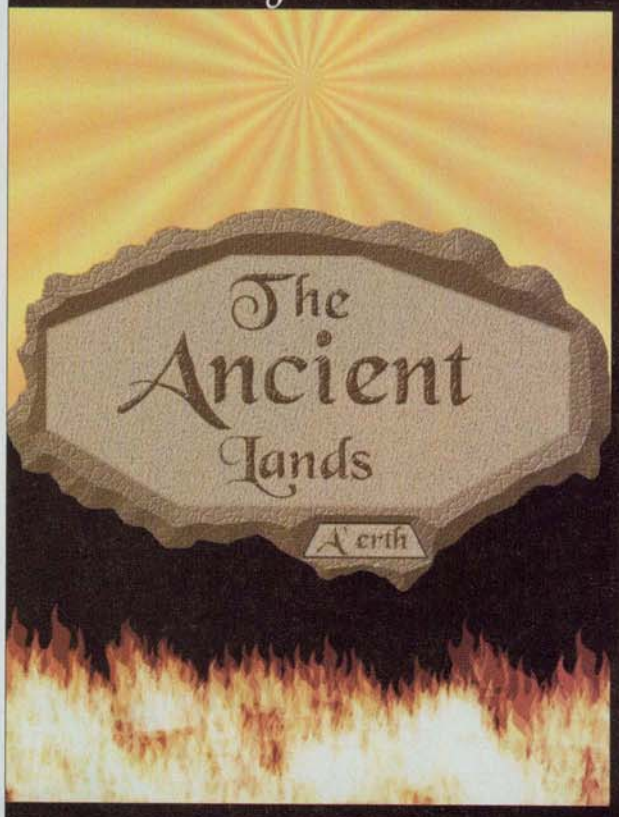

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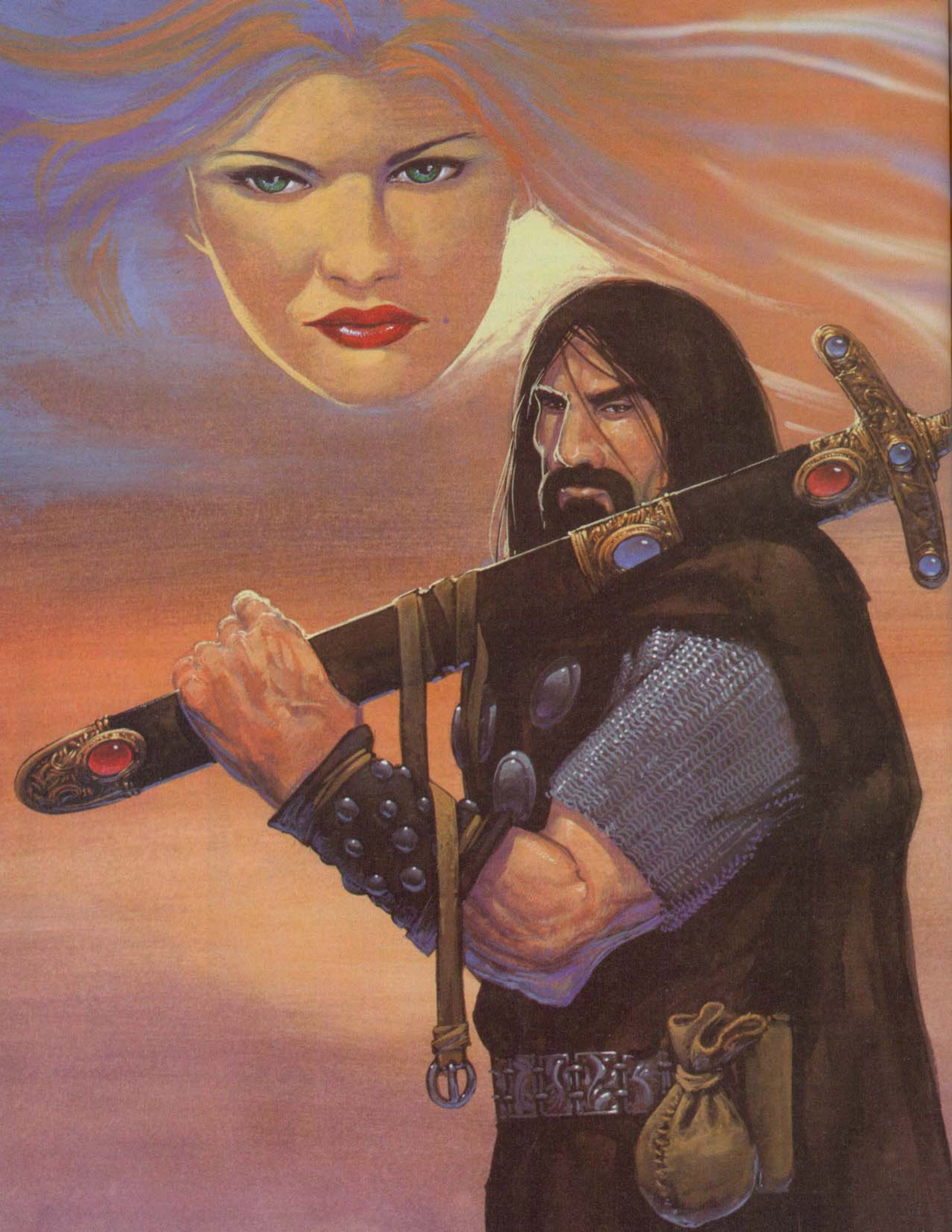

The Knells of Tancras Moor

by Michael A. Stackpole · illustrated by Brian Snoddy

Colder than the coins on a dead-man's eyes was that black night. The wet breeze licking up from the sodden moors ignored my woolen cloak and thick winter clothing. It twisted and snaked between flesh and cloth, and soaked deep into my bones. The cold crystallized in my marrow. All silver and agate, the hollow rot of it waited to erupt and take all of me.

I can make you warm again, said the voice within my skull.

"No." I indulged myself and reveled in the prickly numbness in my fingers and face. "You will have much to do tonight. Better you save yourself for that."

It did not like my refusal, but there was nothing *it* could do about it. I could feel anger coiling in it the same way *its* slender body writhed within the arteries of my brain. *It* wanted to consume me just like the cold did, but I held *it* at bay. I would not let myself become like the others.

The stars hung like flakes of mica in the sky. The moon, a white ball of cotton succumbing to a gray fungus, made the night all that much colder for its warmthless light. It deepened the shadows of the hills and hollows, and hid the stones that might trip a traveler or shatter a wagon's wheel. As if it sensed my anger with it, the moon gathered a halo around itself to protest its innocence.

I walked on. I crested a low hill, but could not yet spy out my goal. Still, off to the right, in a hollow that sheltered the fire from the wind, I saw five men and heard the sound of laughter and song.

Kill them, kill them all.

I smiled. "No." *It* never gives up trying. Even at *its* most insistent, though, my hand never strays toward the sword I wear. Never again, by my hand, will it be bloodied.

I would have shouted a greeting and waited to be welcomed to the fire, but one of them was strumming out a tune on his lute. He was long of limb and youthful looking, but the edges of his eyes and the touches of gray in his hair bespoke experience and some years of living. His fingers, though, they were lean and quick. They flew across the silver strings with the speed of a kitten at play, and the music they coaxed from the lute sounded clear and bittersweet in the frigid night.

Your favorite song, my lord.

My nostrils flared for a red second. *Be silent!*

If that is your wish . . . it hissed sarcastically. To annoy me *it* wove a minor spell to augment my hearing, but still I ignored the petty game.

It took on the quiet of an abandoned crypt. *It* knew the song tormented me more than *it* ever could.

Outside the firelight, the shadows hid me from discovery, but they did nothing to shield me from the man's full voice and passion as he sang.

"Not long ago and to the East,
Sung of in battle and in feast,
Was a warrior tall and strong
Aught for battle did he long,

"Until he met the Lady,
Until he met the Lady.

"Hers was a throne on unsteady ground,
Plotters and enemies did surround
Her nation so weak and small
Quite certain now soon to fall,

"Until she met Black Morgan,
Until she met Black Morgan.

"A deal was struck, a bargain made.
Blood's the task and love was paid.
Morgan shattered the enemy host,
Then was heard to loudly boast,

"T'was done all for the Lady,
T'was done all for the Lady.

"Aldare freed was a nation proud.
The ale was cool, the songs were loud.
To Morgan their queen they quickly wed,
And Morgan took her to his bed,

"And then they both were happy,
And then they both were happy.

"But enemies scattered are not
foes dead,
And all of them wanted Morgan's head.
So with the sorcerers they did plan,
The death-in-life of one man,

"Morgan was to be broken,
Morgan was to be broken.

"Morgan was called with army to field,
Foe after foe he forced to yield.
Rumors of his wife came to his ears,
And played upon his worst fears,

"Black Morgan sped home angry,
Black Morgan sped home angry.

"Morgan found her with another man,
One of her nation and of her clan.
In a fit of rage he could not contain,
She and her brother both were slain,

"Morgan had killed his Lady,
Morgan had killed his Lady.

"Time there was for him to cry,
Time there was for him to fly,
Time for his glory has gone by,
But time's not yet for him to die,

"'cause Morgan's revenge is brewing,
'cause Morgan's revenge is brewing.

"'Tis said he stalks the sorcerous host
Caused him to slay the one he
loved most
He tracks them down and hunts
em dead,
Cuts out the heart, burns the head.

"Morgan's revenge is final,
Morgan's revenge is final."

The last note rang off into the night and burned there like a star. The men in the hollow breathed steam and laughed and clapped. They congratulated the singer and he smiled. He took a proffered flask and drank.

Over the flask's heel he caught sight of me and choked.

That's not the first time I've had that effect on men.

The singer lowered the flask. Firelight flickered and flashed from the silver binding the leather to the bottle and made the flask appear to writhe in his grasp. He put it down by releasing it from his hand nearly a foot above the ground. A comrade cried out and righted it, but the singer—brandishing his lute as if its silver strings or golden notes were a bane to me—never heard his protest.

"Who be ye? Or better to ask, on a night belike this, what be ye?" His voice, as when he sang, was easy and elegant. He tried for courage and authority—the elements his training as a bard would have given him—but the tremor of fear betrayed him.

I smiled easily and opened my cloak slowly. He saw my gloved hands were empty and that I wore clothing not so different from his own. The longsword at my left hip seemed to unsettle him, then he noticed the leather thong wrapped over the crossguard to keep the blade sheathed. "I am merely a man."

Not anymore.

" . . . A traveler who heard your song and whose bones long for any warmth you can spare from the fire." I moved closer and kept my voice friendly and even. Still, the fire's light stripped the shadows away from me quickly enough and they saw a man who dwarfed even the largest of their number.

He tried for courage and authority . . . but the tremor of fear betrayed him.

The fire warmed my face and encouraged color back into the frozen flesh stretched taut across high cheekbones. I am certain my eyes remained hidden in pockets of shadow, but that mattered little as few men like holding my stare long. My eyes are dark enough to seem all pupil until an argent fork of *magefire* shoots through them. I doubt the fire lent any color at all to my long dark hair.

A rotund, jocular man—the one who recovered the flask before too much of the precious liquid in it quenched the earth's thirst—laughed aloud and slapped the singer on the back. "Come now, Patrick, 'tis not a night to be jumping at all the shadows. You've gone and scared yourself with your playing of 'Black Morgan,' and it's naught but the Krells that ought to be afeared of that lay."

The man turned to me. "Be ye welcome to our fire. I am Andrew Mac Alistair, and the one with the golden voice is Patrick Mac Fergus. He's my nephew; his talent and the ease of scaring gotten on my sister by his father. The fire's for your outsides and this is for your insides." He passed me the flask.

I raised it to my lips and let the liquid course across my tongue. It tasted neither sour or sweet; it was more dry and warm than possessed of any actual flavor. Then it turned bitter and biting on my tongue even as it spread fire and warmth into my throat and chest. The taste lingered on the edges of my tongue, then drained off like the day's heat at sundown. My eyes narrowed and I resisted both spitting it out or draining the flask.

How many years has it been? Have more. Do not worry, I will care for you. I will handle everything.

I returned the flask to Andrew. "Very good, just the thing for a fierce night like this. Do you make it?"

"Being that you're a stranger, he'd try and tell you he did, but that's not the truth." A sandy-haired man to Andrew's right gave me an open-faced smile. He stood almost as tall as me—making him remarkable for a moorsman—but was as gaunt as a battlefield scavenger or a plague-ridden starveling. "I'm Edward Mac Robert and this is my brother, Logan. We make the whiskey." He glanced at Andrew. "He just drinks most of it."

All five of the men laughed at Edward's joke—Andrew the loudest of them all. Logan, standing across the fire from me, was shorter than his brother and lean like a hungry wolf. He wore a smile on his face, but something in Patrick's song had touched him and he viewed me with suspicion.

Suspicion likewise masked the face of the last man. Old, grizzled, and bony, he wore his clothes as if his body were nothing more than broomsticks and kindling. His cold eyes—narrowed so he could see what I truly was—were the color of his pipe-smoke. "Where be ye heading a' this time o' night, Stranger?" He rolled his Rs lovingly and long, and turned the word *stranger* into a sinister accusation.

Our gazes met and instantly we reached an understanding. He had the answer to his question, and all the

others he wanted to ask. I had his assurance that no one, save perhaps his grandchildren on a cold night later in the winter, would have those answers, or would believe them in the way he told them.

"Beyond Tancras Moor. I have business to the north."

Andrew rubbed his hands and held them out to the fire. "Be ye going to Richardston?"

I nodded. The old man knew it for a lie, but the others accepted it as the truth.

Edward shook his head. "This is not the night to be crossing the moors. Hugh Krell will be about."

I inclined my head slightly and raised my left eyebrow. "I've heard tales. Is that why you are out here?"

Andrew laughed aloud. "Sure it's not because we like the cold, my friend. Aye, 'tis because of Hugh Krell and his moonsickness that we come out here. And he's the reason we have Patrick sing 'Black Morgan' a time or two in the night. Werewolf or not, no Krell's going to come within a mile of a man who dares sing of Black Morgan of Aldare. The mention of his name's enough to have all those God-cursed witches and warlocks cowering in their pentagrams."

"Even Remington Krell?" My eyes tightened slightly. "I would have thought him of sterner stuff."

"He's na a problem, Stranger. After his son, Neil, went off with Morgan, and Liam died, he has na to do outside his keep. N'er one to dirty his hands, and Hugh makes for a poor servant. He'll be home on a night like this."

The rotund smiled as the flask reached him again. "You'd be welcome to stand watch with us. Fire enough for all."

I shook my head solemnly. "I'm afraid, Andrew Mac Alistair,that I have to press on. I've word an uncle is dying in Richardston."

Andrew smirked, the liquor having brought a rosy tint to his cheeks. "Who is it? I have kin in Richardston. I might know him."

"Na, Andrew, ye would na know his uncle." The old man's voice caused Logan to stiffen and urged a frown onto Edward's face. He looked at me. "Sorry to keep ye from your journey, Stranger. Shame ye won't be passing this way again."

I nodded to the old man. "Thank you for the fire and drink and song. God be with you."

"God speed ye, Stranger, and steady your hand."

I walked away from the fire and surrendered to the night the warmth I'd taken in. Behind me I heard a confusion of voices, but only one had any strength or edge to it. It belonged to the old man.

"Again, Patrick, play 'Black Morgan' again. Sing it loud. Remind the Krells of Tancras Moor o' what they brought on their house when they plotted against Morgan of Aldare."

You should have killed them all.

I shook my head, a movement it did not like very much. I heard my long hair brush against my cheeks, but I could not feel it. I reached a hand up and touched the frost-deadened flesh. It felt thick and stiff. "There was no reason to kill them."

I thought I caught a flash of blue in her wild eyes, but it might have been nothing more than the spark of terror.

The old one, he knew who you were.

"Yes, but he did not know what I have become. They are no danger."

It lapsed into silence. I drew my cloak more closely about me and lengthened my stride. If not for the cold I might have given myself time to enjoy the walk. While the moors are not beautiful in the way that a high mountain valley or thick green forest might be, especially in the dark, they have their own charm. Added to that was the splendor of the night sky, despite the mocking moon and ice-chip stars, and the vast emptiness of the moors. When I tire of the crowds I can dream of being alone in the gray-green expanses of moor.

We are not alone.

It gathered the power needed so I could see through the darkness. I knew the spell well. *It* would gather the light from the stars and moon and let me see as if it was noon in the far Sand Sea. My sight would pierce the fog like sunlight through thunderheads. I stopped *it*.

She broke from the fog and stumbled down a small hillock. Her yellow-gold hair cloaked her face as she fell. Her sleeping gown would have been ill suited to a night like this even before the wear and wetness of a mad flight through the moors shredded and stained it. At the hill's base she rolled to her bleeding, bare feet and froze when she saw me.

Her hair slid like a veil from her face. I thought I caught a flash of blue in her wild eyes, but it might have been nothing more than the spark of terror. The moon bleached all color from her fair complexion—her skin tone, like her eyes and hair, were her mother's legacy to her. Only her straight nose and the way she squinted at me bespoke the Krell blood in her veins.

"Quickly, he's coming. You must run!" She pointed back at the hilltop. She pleaded urgently with me to leave, yet her voice betrayed no fear.

"To me, girl. Your uncle will not harm me, or you."

She ran to me and grabbed my right arm. Gold hair lashed my shoulder as she shook her head and tried to pull me along with her. "Don't be a fool or try to be a hero. Just run, please, just run!"

I ignored her cries. I spun my cloak off and settled it round her shivering body. The cold air attacked me with renewed vengeance as I foolishly left myself open to it. It sliced through to my flesh like a headsman's ax, but now I welcomed its nip. It chopped away the weariness of the day's travel and sharpened my senses.

"Where?"

The girl, thinking I addressed the question to her, mumbled something unintelligible as she hugged the cloak tighter around herself. Waiting for an answer, I listened to *it* communicate with the *other*. Although I could not understand the hisses and barks that *it* used with others of *its* kind, the challenge *it* issued was clear.

"Where, damn you, where is he?"

Be calm, my lord. It should be at the hilltop just about now.

The mist folded in on itself like a curtain behind which a person poked

and prodded to find an opening, then it parted. Silhouetted by the moon, Hugh Krell crouched on the hill. He stopped and croaked out a low laugh. He sniffed the air once, then raised his gray muzzle to the moon and howled out his delight.

He took two hopping steps down the hill, then leaped to the level ground below. He landed on all fours; his hands and feet digging sharp claws into the soft, loamy soil. His clothing, once fine and undoubtedly tailored, had been rent and soiled by the transformation of his muscular body. Tufts of gray fur protruded from every split seam and tear. The upper parts of his riding boots still graced his calves, but below the ankle they had been clawed away for running.

His ears pricked up as more barks and hisses echoed within my head. He dropped his jaw in a canine grin. "Come, sweet Trista, come to your uncle." His voice warbled and whined around human words—all of the Rs were growled. "Come away from him so his blood will not stain your beauty."

The other says its master is powerful. There was a sharp hiss and a whipcrack, then cold quiet. *I said you would eat the Krell's heart.*

I saw Hugh's nose twitch as the breeze rose behind me. His feral eyes grew wider, and he tilted his head in an all-too-canine attitude of confusion. He pulled his head up and twisted his lips back in a snarl. His fangs were the color of desert-bleached bone.

He snapped his words. "Long time waiting. Now you will die!"

He sprang from his crouch. He came fast, but I had expected his attack ever since my *chacael* had warned his *chacael* of my abilities. Clawed hands forward, Hugh reached for me, but I dropped to my knees and ducked beneath his diving lunge. He sailed over me and landed face-first in the peat.

I turned and he rose spitting out mud and moss. Bog water dripped from his muzzle and whiskers to mat his chest pelt. "Once only. Now I kill you," he smiled, "I eat you alive."

The blade. Use it. I will make it kill him!

Hugh's enraged rush gave me no time to reply with words, but I fought *its* urgings to draw my sword. Clawed paws sliced through the leather of my jerkin as I stepped back and to the side. I felt fire ignite in the bloody furrows he raked across my ribs, but I forced myself to concentrate—for to lose control would mean *it* would be free to act, and that I could not allow.

If I did I would become one of *them.*

I slammed my left fist into the side of Hugh's head as he swept past. Werewolf or not, he felt the blow as if it were delivered with a hammer. He whipped his head back toward me just in time for my right hand to smash into his jaw from below. His teeth snapped shut with a sharp click, then another blow from my left hand dropped him to the ground.

Trista looked down at the twitching form of her uncle, then raised her eyes to look at me. "Is he . . . ?"

He sniffed the air once, then raised his gray muzzle to the moon and howled out his delight.

"Dead?" I shook my head. "No. The *chacael* rides him in this state. It lives within his brain and wields great power, but it is somewhat fragile itself." I lifted my bruised and bleeding knuckles into the moonlight. "It cannot tolerate much abuse. It has withdrawn its power from Hugh Krell and he is exhausted—the transformation will do that."

I draped my arm over her shoulder and steered her back toward the clan keep of the Krells. "Come, I need you to lead me to your grandfather. We have business to decide."

Trista glanced back at Hugh's body. "You're not going to leave him out here, are you?"

"He'll live. For now."

I felt a shiver run through her body and knew it did not come from the cold. "You're him, aren't you? You're Black Morgan of Aldare."

I hugged her tighter to my chest to reassure her. "I am an old friend of your father. I've come to fulfill a promise I made to him."

Remington Krell, seated on his gray-veined, white marble throne, did not appear surprised by my entry into the keep's grand hall. To my left, blazing in a hearth the size of a peasant's hovel, a fire blasted heat into the room. Still, because the hearth had been fashioned after the head of a dragon, only the light spilling from between jagged teeth or glowing in amber eyes did anything to dispel the dim gloom. What it did illuminate reminded me of nothing so much as dusty grave relics falling to decay in a sepulcher long forgotten.

Remington leaned forward in his chair and steepled his fingers. "Well, well, you have come at last."

I caught a strange note in his voice. "Is that pique I hear, Krell? Are you upset that I did not come for you first in my crusade, or does it surprise you that I did not save you for last? Neil would have been amused by your reaction."

The elder Krell's eyes narrowed at the mention of his son's name. "Trista, leave us. You need not be privy to this conversation."

Trista brought her head up questioningly. "But he speaks of my father!"

I laid a hand on her left shoulder. "Do as your grandfather asks. Go to your room and pack a light bag for traveling. Dress yourself in your warmest clothes. You are leaving here tonight."

Magefire arced ebony bolts through Krell's steely eyes. "Oh, you are a bold one, Morgan. Do you actually think, in the last twenty years, you learned enough to deal with the likes of me? I have known the *chacael* since before you were born. I have harnessed its power. I will use it to destroy you."

My eyes hardened. "As you destroyed your own son?"

He snarled and clenched his fists, then returned to me as good as I had given. "Better a killing with just cause than a slaughter of innocents. . . ."

The image of my beloved Atlante surfaced in my mind. I saw her as I had first seen her—young and eager, yet possessed of a wisdom that belied her years and made me feel as if she knew all I had ever been and would ever be. Auburn hair hung over her shoulders and framed a face that could make the gods jealous. Her green eyes had a spark of life in them that sizzled no matter how tired or worried she might have been. It was there always, until . . .

"You murdered your own wife in a fit of rage. What a fool you were!"

Remington's ridicule lashed me like a molten whip. I snarled and heard the popping hiss of my *chacael* challenging his to a battle of wills. For a half-second I toyed with letting my *chacael* loose and letting *it* wield the power we both possessed without regard to anything but making Remington Krell's last seconds seem like years of agony. Then, as the rage built, the sense of caution and control I'd forced myself to develop sliced through it and choked the fury back.

"Succinctly put, Krell." I forced my racing heart to slow. "There was a time when I did blame you and the cabal of sorcerers of which you are but a minor part for her death. You started the foul rumors of my having been cuckolded. You laced them with bits of truth you'd gathered with your dark arts, and I believed them. I reacted in the violent manner that had been the source of my strength for my whole life. I acted in a way that I will regret for all time."

The mocking expression of sympathy Krell settled over his features leered at me. "I heard that you rode your horse into her chambers. You saw her there with her brother, drinking wine and laughing over a game of chess . . ."

When she saw me, my wife looked surprised at first, then smiled with all the innocence in the world. She stood quickly and rushed to me as I vaulted from my mount. As her arms enfolded me, I shoved a dagger through her heart, then cast her body aside with less feeling than I would have shown an enemy on the battlefield. Her brother stood and drew his sword, but he was no match for me. A quick parry and a thrust through the stomach. I knew the wound was fatal, but I'd struck him there because I knew it was a painful and hideous way to die.

I was not wrong. Somehow, though, he mastered the pain enough to tell me that he was my wife's brother—the one who had been off traveling when she and I were wed. He said he had come because she shared with him a secret—the secret that she had conceived my child. Lying there on the floor he tried to raise himself up enough to look at her.

He could not.

Biting back tears I told him she would live.

He died happily. I died as well.

You can have me bring her back, you know. I have the power to return her from beyond the grave. Just let me handle it.

The whispers of the *chacael's* seductive suggestion evaporated as I choked down the lump in my throat. "You should thank your son, Neil, for your having survived this long, Krell. After I buried Atlante I wanted to storm your keep here."

The elder sorcerer laughed derisively. "What you wanted to do and what you could have done are two entirely different things. These moors are mine! With my power they would have swallowed your army whole."

You can have me bring her back, you know. I have the power to return her from beyond the grave.

I smiled coldly. "Nothing you could have done would have stopped me from destroying you. But that is something that might have happened another time, in another reality. Your son pointed out to me that there was only one way to fight against sorcerers. He convinced me of the truth of his idea and I pursued it. I have succeeded."

I saw the fear flash in Krell's eyes. He knew the stories of dozens of sorcerers whose reigns of terror had ended abruptly. From places all throughout the Valaksanian Isles, the stories of great magical combats won by a stranger had filtered even as far as the Krell Keep. The song sung by the men warding the moors was just one of many, and they had not escaped Krell's attention.

Remington ignored the fact that his granddaughter had not yet left the room. "Neil died for having betrayed our secrets to you. For the longest time we had hoped he had been dealt with before he could make the final secret known to you."

I shook my head gently. "No, he survived long enough to train me in what I had to know to become a sorcerer." I glanced at the girl. "He made me promise I would come for his daughter and take her away before you could do to her what we have done to ourselves."

Trista blinked twice, then stared blankly at her grandfather. Remington waved off her forlorn gaze. "Do not listen to him, Trista. He is a heretic, like your father. He will not take you away from here. You are right in your desire to become a sorceress, and so you shall become one."

I reached out and turned her to face me. "Have they told you what it means to become a sorcerer?" I tugged at the collar of my tunic and pulled it down enough to reveal a small scar over my carotid artery. "They must have told you how the *chacael* will come to be part of you. It will slip into your brain and know what you know. It will allow you to wield incredible magical powers. It will give you wealth and pleasure and anything else you desire."

I gripped her firmly by her upper arms and held tight until she struggled against the pain. "Have they told you the cost of this power? Have they told you that when you go to the place where the *chacael* dwell that you have to beg for one of them to come to you? Have they told you that you must strike a bargain with them? The *chacael* want more than the mobility you give them and the dreams you share with them. They are perverse creatures that feed on hatred and greed and misery. This is what you must give them to have the power they offer."

I pointed back toward the moors. "Hugh Krell struck a particularly poor bargain. Desperate to be out from under the shadow of his father and his brother, he offered far more than he ever should have. The *chacael* that chose him uses him like a lump of clay thrown on a potter's wheel. Your uncle chased you through the moors tonight so his *chacael* could revel in Hugh's wimperings and fears concerning what he might be forced to do if he caught up with you."

An unseen force ripped her from my grasp as Remington Krell shot to his feet. "Enough, Black Morgan! She

belongs to *us. We* shall decide her fate after *we* have dealt with you!"

With a half-murmured counterspell, I deflected the fireball shooting at me into the hearth. It exploded into a great licking tongue of flame that blackened the dragon's snout and cracked one of the eyes. Burning embers scattered themselves across the gray floor to define a no-man's-land between us. The lurid red glow painted Remington's madness on his face in bold relief.

I will crush him. I will crush him!

"No!" Draining some of its power, I fashioned a spell that roared through the hall like a gale. The heavy winds buffeted Remington Krell and threatened to topple him back into his throne. Gray and black strands of his hair whipped across his face, half-blinding him. He clawed at the wind as if grappling with a physical foe, then sheets of ice flew from his hands. They formed themselves into a sphere that captured the wind, then shrank down to compress and kill it. Finally the iceball dropped to the marble floor and shattered amid the coals.

Krell brushed hair from his eyes. "You have learned much, but you do not allow yourself the *chacael's* full power!" Krell gestured at me and suddenly the floor flowed like water. The fluid stone surged upward and encased me up to my waist in marble. "This is not a battle, Black Morgan, in which you can hold back."

Part of me, a piece distant, bristled at his telling me what I could and could not do. Of the foes I'd faced, he was hardly the most powerful, but the others had not expected me to be able to oppose them at all. The counterspell for the fireball came easily since I had used it so often against my foes' first gambit. My windstorm likewise surprised many, for they guarded against lethal assaults, which mine was not.

What the elder Krell lacked in pure power, he made up for in guile. Spells sprang from his fingers spawning hell-born bats flapping at me with leathery wings and mouths full of razored teeth. They swooped and snapped, their piercing cries barely audible. My jerkin blunted some assaults, but with my feet bound, I could not escape them.

Panic began to nibble at me as the stone crept higher. Nips at shoulders and ears drew blood. Those fiery bites burned and fever began to spread through me. The stone rose over my belly and back, pressing in, making it hard to breathe.

Yet, even with all these things, had I faced Remington Krell alone, I could have defeated him.

He was not alone. He had an ally.

My *chacael.*

Free me! Free me!

"No!" I fought panic down. I fought to put aside the pain and concentrate. I fought with my *chacael,* twisting *it* to power the spell I needed to escape my prison. *It* fought all the harder,

Panic began to nibble at me as the stone crept higher. Nips at shoulders and ears drew blood.

reigniting the pains I sought to quench, encouraging the panic.

Free me, or we are done! He's fashioned a trap!

My mind reeled for a moment, and then I realized that Remington Krell was likewise holding back. A half dozen bats nipping could have been one huge bat gorging. A stone sheath could have been a sepulcher. He could have killed me himself, but Neil and the old man had agreed: He never got his hands dirty. He was waiting for something, but what?

Before I could trigger a spell to free myself, Trista screamed. In the corner of my right eye I saw a hulking, furred form crawling through an arched window, but who it was did not register in my brain until too late. Her scream, my pain, and my rising panic about being trapped, broke my grip on the incredible powers I constantly controlled. In an eyeblink the *chacael* was free to act, and act *it* did.

A searing silver ball of lightning launched itself from the fingertips of my right hand. It flew unerringly at the window, then dropped down as the werewolf landed on the floor. The lighting hit Hugh Krell on the right side of his chest and exploded in a thunderclap. It sprayed flesh and blood back against the wall and spattered it across the floor. I saw ivory ribs for a half-second before the fire blackened them.

The lightning turned Hugh Krell into a living, screaming torch. His howls sounded like those of a tortured dog, then died in a rasped gurgle as he breathed fire into his lungs. His pelt ignited like tinder, wreathing him in golden glory. He fell to the ground, thrashing, until the flames dwindled and became a column of sickly-sweet smoke.

Anger flared anew within my breast, but it was not directed at Remington Krell or his dying son. I directed it at the demon living within me and used it to regain control. Wordlessly, precluding any protest on its part, I grabbed *its* power firmly and bent all the *chacael* was to *my* will.

The stone encasing my body whirled away in a dervish of marble fragments that ripped the bats to pieces. I extended my left hand toward Remington Krell and balled my fist. I did not hold back. The air around him hardened to a stone consistency and crumpled him. I kept my fist closed for long enough to insure his unconsciousness, then opened it and let his body slump at the base of his throne.

It is a mistake to let a foe like this one live. You will regret it.

"So you have told me with all the others." Scorn laced my words. "You thought he might be my master. You hoped he would win and in victory allow you to do with me as you will."

Ever the hope of a slave!

"You, a slave? You have forgotten much. You will have to remember." My anger remained unabated and I stabbed it like a spear into the *chacael.* "You acted without my leave." I looked at the smoldering body of Hugh Krell staring blindly at the ceiling. "You killed him."

It was a trap. I had to defend us. You even allow that of the others.

"You acted without my leave."

It twisted and writhed within my mind. *The others act without leave of their hosts . . .*

I shook my head. "Remember, you and I are not like the others, are we? Hosts come to the Joining Place after a few years of study. They are young and they

believe, in their youth, that they can command all you offer. They believe the sacrifices they have to make are worth the prize, and that the debts they incur will never be collected. That is how the others succeed and why the others can act without the leave of their host.

"This is not the bargain we struck. I came to the Joining Place but I offered no concessions. You have not forgotten how you battled and vied with others for the honor of becoming my *chacael.* You knew that I'd studied longer than most, and you sensed in me the pain and despair I carried with me for my past deeds. You hungered after the revenge I harbored in my heart and the power you knew I could command. You made a concession to me, remember?"

I promised not to act without your leave.

"And you have violated this promise. You will atone."

How?

"You have boasted that you can defeat even death." I pointed at Hugh Krell's body. "Fix him. Cure him of the things your compatriot has done to him."

It wanted to balk and rebel, but my anger gave *it* no release. Energy flowed from my body and wrapped the charred corpse in an azure cocoon. Sparks and dark blue threads spun through it, obscuring the body and the reconstruction process. The blood and bits of flesh on the walls and floor vanished, then the cocoon split open to reveal the sleeping visage of a naked clean-limbed youth no longer warped by the form of his other self.

You said nothing of his clothing, it reminded me.

"You do not deflect me that easily." I looked back over at where Remington Krell lay sleeping. "Both of their *chacael's* have acknowledged us their master?"

Yes. It hesitated, then added a plea. *Not again, Morgan. Do not force me to do it again.*

I laughed low and cruelly. "What? You would not have me keep my part of the bargain we struck so many years ago? You promised you would not act without my leave, and I promised to make you the master of your race within my world. I would not go back on my part of the agreement. I have honor." I exhaled slowly. "Bind them. You know the formula. Bind them forever."

I heard the hissing, crackled speech of the *chacaels* and easily recognized the outrage in their replies to my demon. *It* had charged them with never using magic except in self-defense, or in a case where it helped another with no chance of remuneration or compensation reaching their host. By virtue of their defeat, the Krells' *chacaels* became bound to help those who had struck no bargains with them.

They complain they will starve to death.

"Tell them to feed on their own misery."

I heard the hissing, crackled speech of the chacaels and recognized the outrage in their replies to my demon.

Trista Krell crossed to me and returned my cloak. "Am I to leave with you, my lord?"

I looked down into her green eyes and saw the same lifespark I had extinguished in my wife's eyes. "Do you understand what it means to become a sorcerer?"

She nodded. "I will not pay that price." She looked over at her uncle and her grandfather. "You have stopped their magic, haven't you?"

I nodded solemnly. "Except in certain cases, yes, they will have magic no more."

Trista tucked a strand of golden hair behind her left ear. "Then they will have to become accustomed to living without it. They are my kin . . ."

I pressed a finger to her lips. "Say nothing more. Your father, my friend, wanted me to come and take you away before you could become a sorceress. He did not want you to labor under the burden he had taken on, and he did not want you to become like your uncle. That being the case, he would want you to be happy. I pray that in caring for these two you do find happiness."

Back on the road, heading toward Richardston, the night sucked heat from me like a leech. The claw marks on my chest and the bites elsewhere stung but neither they nor the cold bothered me. I walked along locked in memories of far away places and times when I knew joy.

Host, you felt the power. You felt how easy it was to defeat both Krells. Why do you deny yourself the exhilaration of that power? There is nothing and no one in this world that could stand against the power we possess.

Again Atlante's angelic face blossomed before my mind's-eye. "You are wrong. *I* stand between us and what the power could give us."

Why?

Atlante's face blurred and dissolved into Hugh Krell's smoking body. "Because I know that the power, no matter how much is used, can never give me what I desire."

But I can give her back to you, just as I did with Hugh Krell.

I shook my head, gently this time. "No. If I allowed you to talk me into that, I would allow you to talk me into all manner of hideous crimes—with you justifying it all because everything could be made right later. I would once again become the bloody-handed monster that slew his own wife. No matter what your power, Black Morgan of Aldare is one creature I will never allow you to resurrect."

The *chacael* fell silent—once again considering me impossible—and I lengthened my stride. Using just a bit of magic I summoned a slight breeze at my back. I cared less that it sped me on my way than for the strains of song it carried to my ears. Humming along to myself, I walked on into the night.

DM's Toolbox

SHOW THEM THE WAY
GUIDES IN YOUR GAME

by Johnn Four

Traditionally, NPC guides helped player characters follow the path and find the dungeon, and rarely did they stray from this role. With their limited scope, they rarely made their way into many games. These days, however, guides can be much more than cardboard character companions, they can serve as valuable campaign and session management tools by giving the DM a voice within the character group, and they're handy for mediating disputes, enhancing stories, and kick-starting stalled adventures. With all of the new roles open to guides, however, there is always the danger that the PCs will rely too much on them to make decisions or to get them out of tough spots. The suggestions in this article will help you find new ways to include this classic NPC into your game, while ensuring that your PCs aren't upstaged.

A GUIDE WITH MANY FACES

Think of a guide as the DM's avatar in the party. In this role, the guide can be an amazing game management and storytelling tool. Your NPC guide can help you keep stories on track by influencing PC decisions. She can quicken a flagging pace to keep player interest and focus high. She can provide clues and hints to fix stalled adventures. Additionally, your avatar can become a role model, serving to encourage your players to roleplay more.

Before rolling up statistics for your next NPC guide, consider the different options and roles listed below, and spend some time thinking about how you'd like to put your guide to use.

Kick-Start Stalled Adventures

Mystery and puzzle adventures can stall easily if the PCs miss clues, get bored, or can't figure out what to do next. For these types of adventures, give your guide decent Spot, Search, Gather Information, and Knowledge skills so he can help the investigation when needed. Consider giving the guide a few NPC contacts that the PCs can turn to for ideas when they are really in a rut.

Social adventures, or those that rely on heavy roleplaying, can derail if the player characters offend the wrong person, make a bad first impression, or start swinging steel. A guide with a great personality and high Diplomacy and Bluff skills can step in before things get ugly and smooth things over. The Spot and Sense Motive skills can help your guide provide the PCs with overlooked clues as well. Strong social contacts can help recover missed opportunities, replace burned bridges, or bail the PCs out of jail. Plus, a few interesting plot hooks in the NPC's background can offer a break to bored or frustrated parties by offering short, action-oriented encounters.

Bolster A Weak Group

A party that is small, cursed, wounded, narrow in class range, missing important racial abilities, drained, or weak for any other reason, might find themselves in need of help. If your adventure includes a guide, you can solve two problems at once by tailoring the NPC with skills and abilities that will bolster the party. While guides are usually employed for story purposes, an NPC can also "guide" a weak party through tough campaign periods, saving a DM from a lot of frantic planning adjustments. If you are afraid that your players will become too dependent on a guide, or if you don't want the PCs to have a constant companion, run a quick analysis of the party mid-game and between sessions, and bring a guide in only when things seem desperate.

Tweak Pacing

A guide can speed up game play by helping characters and players act more decisively. If your players are having a difficult time staying focused or the party is splintered or in doubt about a course of action, your guide can make suggestions.

Sometimes the pacing of your game becomes too quick and players start to make mistakes, get flustered, or become careless and miss important clues. At these times, let your guide step in and take a role as mentor,

Borders Illustrated by David Wahlstrom

offering wise warnings or words of caution. If your group is prone to this reckless, break-neck pacing, give your guide a high Wisdom score and a patient, plodding personality.

Roleplaying

If you'd like to encourage roleplaying in your group or you're gaming with players new to the hobby, create an NPC guide with plenty of personality and a high Charisma score to set a shining example. At key times, start up conversations in-character with the PCs, or even with other NPCs. Try to get as many players involved as possible by asking questions and catering to character or player interests. When doing so, be sure to avoid hogging the stage, and always work toward geting the PCs roleplaying among themselves or with other NPCs so the guide can eventually return to the background. Flesh out the NPC's personality before the game, and ensure that she'll mesh well with the other PCs' races, classes, and personalities.

A guide can also mediate both player and character conflicts. Sometimes, it's best to deal with problem situations DM-to-player. However, if you enjoy playing a charming NPC who adroitly steps in when personalities clash, then there's a chance you can resolve things during the game, in-character. This is often a less confrontational way to help players realize that their actions are being disruptive, and thus the NPC can "guide" the group through good roleplaying.

Story Enhancement

NPCs help make stories come alive. Even if your guide plays the traditonal role and is hired by the players to do nothing more than take them from point A to point B, the guide's personality, secrets, and background can create interesting events along the way. If you feel your story is missing an ingredient, look to a guide as a possible solution.

In addition, most players don't know when they've caught you off-guard, taken an unexpected turn, or messed up a story thread. A guide can help steer the players back on course by revealing important information or a plot hook, or providing clues and hints that subtly reintegrate the PCs back into your plans. Protect your adventure by giving your guide a few open-ended plot hooks, a brief background that relates to the plot, and some local NPC contacts for you to draw upon mid-game.

TYPES OF GUIDES

In essence, a guide is a story role, a game element, and a DM tool. Not every guide must be an unshaven ranger parked in the shadows of a tavern. The role of guide can switch bodies faster than a rakshasa. As long as there's an NPC around, he can guide the party in some way. Even villains can be guides, either intentionally as part of their devious plans, or by accident through a trail of evil breadcrumbs. The point is, be creative when making your guides.

A guide's role in your game is based on two things: story development (choosing the right guide for the type of adventure you have planned) and participation level (how involved the guide will be in your story line).

Story Development

Consider what service the guide will provide your PCs based on the type of adventure or story line you have planned. If you are planning a wilderness adventure, the typical guide who can give the lay of the land will be most useful to the PCs. If your campaign will be largely city-based and full of intrigue, a less traditional guide who can supply contacts or help PCs in negotiations will be more useful.

Not every guide must be an unshaven ranger parked in the shadows of a tavern.

Regional: The guide knows the terrain, weather, flora, fauna, inhabitants, dangers, and routes in a region and can aid the PCs' journey. The region might be a continent or a small area, above ground or below, on the Material Plane or another plane. The guide might also know about several special locations that the PCs might be interested in.

Knowledge: The guide has specialized knowledge the PCs need to advance through the story. The knowledge might take the form of skills, books, maps, divination magic, and so on.

Wisdom: The guide is a mentor who helps one or more PCs resolve their conflicts. The mentor could provide level advancement training or supply clues and advice so the characters can work their way through the adventure. For more advice on creating and running mentor NPCs, see *Dragon* Annual #5.

Social: The social strata and relationships of a region can be as difficult to navigate as a dungeon. The social guide supplies contacts, friends, allies, and social skills to the party. The race, character class, and social class of the guide might also open some doors for the PCs. Perhaps she has access to privileges, rights, and freedoms that the PCs do not have for travel, commerce, or information gathering.

Ability: The guide has specific spells, feats, class abilities, or equipment the PCs need. The ability guide often takes on the role of mentor as well.

Participation Level

Determining how big of a role your NPC guide will

have in the adventure and how often he'll show up directly affects how much you need to develop and flesh out the character.

Single Encounter: The guide is only needed for a single encounter. Avoid spending much time developing this NPC because his screen time will be so brief.

Multiple Encounters: The guide's role spans over several encounters, although not necessarily sequentially, within a single adventure. Depending on the guide's purpose, it is usually best to develop a full character sheet for this NPC.

Single Adventure: The guide is needed throughout the adventure, which usually means a full-time position in the party for one particular adventure. Develop the entire character sheet for this NPC, plus additional details as needed, if you have the time.

Campaign, Plot-Thread: The guide is in play until a certain plot thread ends. For example, the guide might be helping the PCs because they are both seeking revenge against the same person. Once revenge has been had, the guide's purpose has been fulfilled, and he is no longer needed. A plot thread often spans multiple adventures. An NPC intended for a plot thread in your campaign should be fully developed, with a history.

Campaign, On-Going: The guide has a recurring role in your campaign as a minor or major NPC. Perhaps the PCs seek out her advice each time they are in the area, or perhaps the NPC seems to magically appear just when the PCs need him most. As this NPC will continue to have a role throughout the life of your campaign, he should be a well-developed character with a rich background and history.

Guide Personality

Despite all the benefits NPC guides have to offer, there are a few potential drawbacks that DMs might face at the game table. The good news is that infusing the guide with a little personality can solve most issues fairly easily before they occur.

The first challenge is that the players might rely too heavily on their guide. Perhaps they always look to her for answers rather than seeking out answers themselves, or maybe they rely on the guide to always make decisions for them. They might take extra risks and depend on her to patch them up or lead them to safety.

Another drawback to consider is that having yet another NPC to run means more work for the DM, especially when the NPC is a guide or mentor who must be a fully developed, detailed character. This can be overwhelming for a harried DM who is under time constraints.

A less common challenge, but one that arises occasionally, is that the PCs might take the guide for granted, treating her with little respect. In this situation, the PCs expect their guide to speak up only when the DM needs to provide a clue or give direction. At all other times, the PCs forget the character is there or mistreat her. This obviously creates a poor roleplaying environment.

The best solution for all these dilemmas is to define a personality for the guide before the game. The time invested in this preparation will pay huge dividends during play. Start by considering things from the NPC's point of view. What's in it for her? A guide usually receives some kind of payment or reward, and experienced guides know better than to rely on profit sharing alone. The reward should be commensurate with the risk as well.

Also, consider why the guide needs to get paid or why she wants to help the PCs. If the NPC simply needs food and shelter, she'll shy away from dangerous jobs and demand payment up front. Give the character an important goal. It's less likely she'll be pushed around, and it will be easier for her to keep the PCs from straying too far off your intended path.

Add a hidden agenda or secret to the guide's background that relates to the story.

The 2nd rule of "Dungeoncraft" (whenever you fill in a major piece of the campaign world, always devise at least one secret related to that piece) applies to NPCs as well. Add a hidden agenda or secret to the guide's background that relates to the story. This provides you with additional roleplaying material to work with during the game, making your job easier and adding another dimension to the NPC. Finish by adding a name, personality quirk, and a well-thought-out background or history. PCs are less inclined to disrespect fully realized NPCs, and this material will ease your work load during game play. (See "Table Tune Up" in issue #303 for more ways to create dynamic, unique NPCs.)

TIPS FOR CREATING AND RUNNING A SUCCESSFUL NPC GUIDE

The guide is the king of his domain, not king of *all* domains. If he's getting paid, then his livelihood depends on his employers valuing his services, so he'll expect them to listen to and carefully consider any advice he gives within his field of knowledge. If he has true expertise in his field, he'll also expect to be respected, and rightfully so. On the other hand, the guide's abilities shouldn't upstage the PCs'. Don't create an overly capable or powerful NPC.

The guide should complement the party and assist where possible, not dominate game play. The player characters should run the show, not your NPCs. Give the guide weaknesses, such as a personality trait that makes him an undesirable leader. Outside of the guide's area of expertise, he should readily admit his

10 NPC Guide Rewards & Motives

1. Gold
2. The thrill of discovery
3. Gaining new information
4. Revenge
5. Rescuing a friend or loved one
6. Honor or redemption
7. Gaining experience
8. Attraction to a PC
9. To gain a reputation or earn fame
10. To obtain a special treasure

10 NPC Guide Secrets

1. **Experience.** The guide is much more or much less experienced than she claims.
2. **Class.** The guide is of a different PC class or has hidden levels in an additional class.
3. **Race.** The guide has mixed blood or is of a race that might cause controversy.
4. **Allegiance.** The guide is a traitor, double-agent, or has an unexpected allegiance.
5. **Revenge.** The guide has a grudge against one of the PCs or the whole group.
6. **Special Equipment.** The guide owns unusual, valuable, or magical equipment.
7. **Enemy.** The guide has an enemy who could interfere with the PCs' plans.
8. **Imposter.** The guide's knowledge or ability comes from a magic item.
9. **Criminal.** The guide is wanted by the law for a serious crime.
10. **Special ability.** The guide has a secret, powerful ability.

lack of knowledge and refrain from offering opinions or advice unless appropriate. If your players have a lot of roleplaying experience, consider having your guide give them wrong answers or bad advice every now and then so that they take the time to learn the boundaries of the guide's knowledge through roleplaying and trial and error.

Let the guide participate. NPCs can often be forgotten or put aside when the DM gets busy. When a quiet NPC speaks, players usually take that as a cue that the DM is trying to pass along important information. An NPC that often participates helps players forget that the DM is running the character, and the group won't try to out-think you as much.

You get out what you put in. Take the time to create a rich, unique NPC that the players will enjoy roleplaying with. Fully develop the guide's statistics, abilities, personality, and history, and keep all information about the NPC recorded on a character sheet.

NPC guides can do much more than simply help the player characters find the right path. They are useful DM tools for moderating adventures and managing game sessions. They also present wonderful roleplaying and plot opportunities. If you avoid using guides as a means to lead your players by the nose, and provide guides with a bit of personality and agendas of their own, they can become important team members during their employment. Remember, ask not what the guide can do for the PCs, but what the guide can do for the DM!

Dungeoncraft

DUNGEON ADVENTURES, PART 2: THE MAP

by Monte Cook

In the last installment of "Dungeoncraft," we started looking at dungeon-based adventures. We discussed designing dungeons based on the purpose of the dungeon (the reason why the dungeon exists in your story). This month, we look at another way to start designing a dungeon: the map.

If you're like me, you like dungeon maps. There's something cool about looking at a layout of the rooms and corridors that beg to be filled with terrible monsters, devious traps, and wondrous treasures. So get out your graph paper and your pencils, and let's get started!

DUNGEON DESIGN METHOD 2: Start With the Map

Starting your design of a dungeon with the map rather than with the idea for what's going to be placed in the dungeon can be interesting, particularly if the dungeon is no longer inhabited by the original builders. For example, below a ruined castle lies a set of catacombs once used as a prison and a large forge by the inhabitants, all of whom are now long gone. A tribe of hobgoblin marauders has moved into the ruins and now occupies the catacombs. Since they didn't build them and have no mining skills of their own, these hobgoblins must make due with the layout that they found. They might still use the prison as a prison, perhaps converting some of the cells for storage or even living quarters. The forge might become an armory for them or a place to store their loot.

You can draw a map designed specifically for some original purpose that you know is no longer appropriate, such as drawing a mine when the area is no longer used as a mine, or drawing a dwarven community no longer inhabited by dwarves. Then, you can take on the role of the current inhabitants and try to determine the best way to use the existing layout for the new purpose—a dragon's lair in the mine, or a treasure vault in the dwarven community.

Of course, sometimes, there is no "purpose" to the dungeon. Sometimes it's just an underground area no longer in use but still inhabited by some underground dwellers that moved in (creatures like a gelatinous cube or a basilisk that have found the place to their liking). Again, this is a perfect excuse to start designing your dungeon based on the map.

Creating the Map

The first thing you should think about when creating your map is how the builders created the place. If the means of creation were magical, or some creature like a delver that can easily eat through earth and rock had a hand in its creation, then the sky's the limit. Draw whatever you want.

If construction methods were somewhat more mundane, however, keep the following in mind:

1. **Keep it compact.** The builders aren't going to want to dig any more than they have to. They aren't going to make a winding passage unless there's a reason for it (see #3). Likewise, corridors won't be long unless they really need to be. Realistic dungeons are compact, so rooms and passages are not going to be larger than necessary. Think about what purpose a room was designed for and plan its size accordingly. If it was a barracks for 30 soldiers, assume that the troops probably slept in bunks. Even if the room has to accommodate some tables and benches as well as the soldier's belongings, the room hardly needs to be larger than approximately 20 feet by 40 feet.

2. **Limit large rooms.** In a dungeon setting, large rooms are usually impractical. How big is too big? It depends on the environment, the construction methods, and the material through which the builders dug—details that you probably won't find it too rewarding to concern yourself with. In general, it's probably a good idea to limit the number of rooms larger than 40 feet by 40 feet. When you include a large room, make sure it has supports, either in the form of pillars (round), piers (rectangular), pilasters (column-like supports projecting from the wall to the ceiling) buttresses (supports built into the ceiling and walls) or a truss (a network of beams built into the ceiling).

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3. **The direct route isn't always the best route.** This is a counterpoint to #1. If the tunnelers are digging through the earth and come upon a mass of solid rock, they might find it easier to make a bend in the path and dig around it. It's okay to have an occasional "meandering" passage or an odd-shaped room.

4. **Size often equals power.** If the construction methods are available, large underground chambers and passages can be used as demonstrations of wealth and power. Although this conflicts with tip #1 and #2, creatures with the means to create luxurious rooms often do so simply to impress others. Some dwarven builders, for example, might create vast halls filled with tall, intricately carved stone pillars as a way of demonstrating their sculpting skills. An evil wizard might use magic or a large number of slaves to create a huge chamber for herself, with a grand entrance and a wide hall leading into it, just to impress visitors.

Placing Rooms

When you place your rooms on the map, consider their original purpose. Whoever built the dungeon obviously had a plan and put the rooms where they made the most sense for their purpose. For example, guardrooms usually lie at the intersection of two important passages, while torture chambers are typically located near the cells where prisoners are kept.

If the torture chamber is near the inhabitants' sleeping quarters, it says a lot about their disturbing outlook.

You can play with this logic, however. If the torture chamber is near the inhabitants' sleeping quarters, it says a lot about their disturbing outlook. Creatures living in a dungeon complex with no kitchen probably eat only raw food. Dungeon builders who made every door out of iron and filled the place with traps and guardrooms were most likely paranoid. Once the players recognize that your dungeons have some semblance of logic (even if that logic is twisted), they can begin to learn and draw conclusions from the dungeon layout or the use of a room. In other words, if things usually make sense, the players will recognize when something seems not to make sense, and they will investigate further or come to a decision or conclusion. Thus, the dungeon itself can provide clues and information to your players.

Room Sizes and Shapes

If every room in the dungeon is exactly 30 feet by 30 feet, you might find your players getting easily bored. To create a more interesting play experience, vary the shapes and sizes of the room as logic and space allows. Angled walls, non-rectangular rooms, alcoves, and rooms that lead directly into other rooms (with no predictable 10-foot-wide corridor in between), are some of the ways you can add variety and interest to the dungeon.

When adding such elements to your dungeon, do so carefully, and be aware that it takes a lot longer to explain a strangely shaped room or odd feature. If every room is bizarre in its layout, it will take more game time to describe and map the dungeon, and it might lead the players into making errors or becoming hopelessly confused.

It's easy to fall into the trap of drawing a boring map when you're staring at a piece of graph paper. You draw a few rooms, connect them with some corridors, and you're done. You can do better than that. Try to think in 3 dimensions. Stairs, ramps, platforms, ledges, balconies, pits, and recessed areas all make a dungeon more interesting. What's more, they'll make the encounters in those areas more interesting as well. Going into a 30 by 30 room with a handful of skeletons is perfectly fine, but going into a 30 by 30 foot room with a handful of skeletons up on a wooden balcony reached only by an old rickety ladder is much more interesting.

Take this idea even further and give the dungeon multiple levels. This means much more than just two sheets of graph paper, one with a stairway up and the other with a stairway down. Pits, tall rooms with balconies, ramps, spiral staircases, and elevator-like devices can join the different levels. Sometimes multi-level dungeons can be designed so that the PCs are frequently traveling between the levels. For example, to reach a particular room, perhaps the players must take a staircase that leads them up one floor to a hidden ramp that goes down two floors.

One way to vary room size and shape, and, in fact, the whole layout of the dungeon, is to have seismic activity or some other type of damage alter the structure. Collapsed passages in old dungeons should be commonplace (unless you are trying to stress that the builders really knew what they were doing—like dwarves), cutting off passages and whole sections of the dungeon. This kind of event can, in effect, make the only way through a dungeon a very circuitous route (because the other routes are inaccessible). Damage can cause chasms to open up, splitting rooms and corridors in half, making for interesting obstacles that the PCs (and the inhabitants) must deal with. Unstable areas can become natural traps.

Lastly, incorporating natural features with those created by the builders is an easy way to create interesting, unique areas. For example, a natural underground stream running through the middle of the dungeon is going to vary the shapes and sizes of the

DUNGEON ROOMS

The following list of room types can help you create a realistic, interesting dungeon. Use the list as a reference point when you are drawing the dungeon's map, or to help you add variety if you find that all of your rooms look alike.

Antechamber
Arena
Armory
Audience Hall
Aviary/Bestiary
Barracks
Bath
Bedchamber
Brewery
Chapel
Cistern
Classroom
Closet
Crypt
Dining Room
Dormitory
Dressing Room
Embalming Room
Entertainment Hall
Execution Room
Forge
Gaming Room
Garderobe
Guard Room
Harem
Kennel
Kitchen
Laboratory
Library
Lounge
Museum
Office
Pantry/Larder
Playroom
Prison Cell
Privy
Reliquary
Salon
Sanctum
Shrine
Sitting Room
Slave Quarters
Storeroom
Study
Summoning Room
Temple
Testing Room
Theater
Throne Room
Torture Chamber
Training Room
Trophy Room
Vault
Vestibule
Wardrobe
Workshop

rooms and require special accommodations—bridges, gratings, and so on.

Types of Rooms

All too often, encounters in dungeon settings happen in an NPC's bedroom or lair. Good DMs always have appropriate places for the inhabitants to live but sometimes forget that the inhabitants don't have to just sit in their bedroom waiting for the PCs to come to them. In order to have the inhabitants move around, however, you have to give them somewhere to go. The list on this page breaks down the different types of rooms you can include in your dungeon. To keep things interesting, use a mix of these room types, and be sure to fill them with "dressing" and details as appropriate.

1. **Living Quarters.** This is where the inhabitant makes its lair. Although the most straightforward place to encounter the inhabitant, it is not the most interesting. To create a more interesting encounter, consider having the PCs walk in on one of the dungeon's inhabitants who doesn't belong in the room. For example, the NPC might be snooping or stealing. Or, place a number of the residents in one person's room, where they might be having a discussion, playing a game, or readying a defense.

2. **Rooms Inhabitants Need.** Although they can be interesting places to stage unexpected encounters, these rooms are often simply window dressing—or rather dungeon dressing—to give a feeling of reality. These are areas that explain where the inhabitants get food, water, or other necessities.

3. **Rooms With a Trap.** In these rooms, the trap is the encounter, and NPCs are usually not present. However, one of the dungeon's inhabitants can lure unwitting foes into the trap.

Remember that if they encounter even one trap, players will expect to encounter more. Players expecting traps move through dungeons very slowly. This doesn't mean you shouldn't have traps, but it's something to keep in mind while you design your dungeon.

4. **Rooms With a Secret.** Some rooms or areas are hidden or have secret doors. Others might hold a secreted cache of treasure or a hidden clue. Unless there's a reason for the PCs to be suspicious, they might just walk right through the room. If they're suspicious, they'll go over it carefully, most likely expecting traps.

5. **Ambush Rooms.** These are the rooms the inhabitants go to when they know they are in danger. This type of room is best with some kind of interesting feature—a balcony, a secret passage, a low wall, a trap, or anything else the inhabitants can use to their advantage or to assist them if an escape is needed.

6. **Story/Clue Rooms.** These rooms offer the PCs information. It might be as straightforward as a library with a valuable book or a bedchamber's writing desk with the villain's plans all written out, or it might be as obscure as the fact that there are seven bedchambers in the dungeon but eight chairs around the table in the dining room, suggesting a secret bedchamber the PCs have not yet found.

7. **Key Rooms.** These are rooms where the PCs must do something in order to succeed in the adventure. It might be the room where they find the key that opens the door to the vault they need to breach. It might be the room holding the kidnapped person they've been charged with rescuing. It might be the secret method for finding and disabling a trap farther into the dungeon scrawled on the bottom of a table, such as a lever that you must pull to empty out the water in a flooded section of the complex.

8. **Empty Rooms.** These are rooms that serve no purpose other than to extend the adventure or provide a bit of realism (not every room can have a trap or monster).

DUNGEONS WITHOUT MAPS

It almost seems like D&D heresy to suggest one could have a dungeon adventure without a sheet of graph

paper covered in sketched out rooms and corridors, but you can. Sometimes, the layout just isn't important. For example, perhaps the PCs need to get to the dwarven king's throne room to save him from the horde of demons teleporting into the room. You don't need a map of the whole place if there is nothing else of interest to the players. Instead, you just tell them: "you run through the stronghold and reach the throne room."

Alternatively, you might not have a map because it would be impossible to make one. In the classic adventure *Descent Into the Depths of the Earth*, the PCs must navigate through miles and miles of underground passages. Maps were only provided for the areas where encounters occurred, not for every twist to the tunnel and strange natural alcove.

You might decide just to have notes describing the various rooms and make up the actual map as you go along, although doing so can be challenging and tends to slow down the game. Besides, maps are fun to draw, and compared to freehand sketches of objects or creatures, fairly easy. Even someone with no artistic talent can take a piece of graph paper and draw some lines to indicate a passage connecting a few rooms, some doors, and so on. Take a peek at the maps provided in *Dungeon* or other published adventures for examples, ideas, and symbols to use.

NATURAL TRAPS

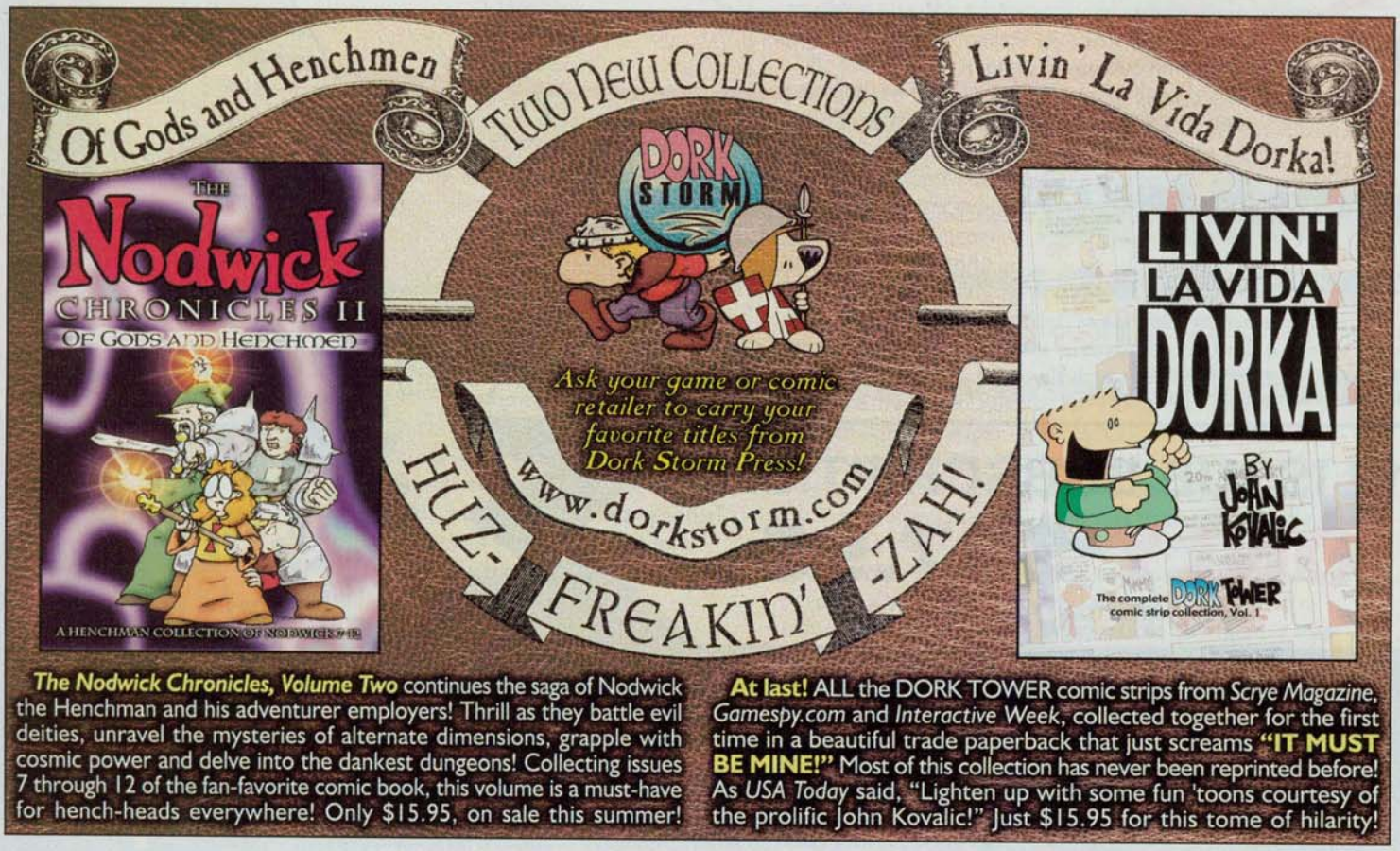
Natural traps are usually easy to find but nearly impossible to disable (and almost always require more than simple tools to disable, such as a number of planks to prop up the ceiling or cover the floor).

Unstable Ceiling: CR 3; 6d6 crushing damage to all within 10 feet (Reflex save DC 14 halves); Search (DC 16); Disable (DC 30).

Unstable Surface (near a 40-foot-deep pit or chasm): CR 3; 4d6 falling damage plus 1d6 secondary damage from sharp stones at bottom of pit (Reflex save DC 16 halves secondary damage); Reflex save DC 20 negates; Search (DC 15); Disable (DC 28).

Lastly, remember that the map is a tool for you and your players. It needn't be the best piece of artwork you've ever created (unless you want it to be, of course). The most important thing to keep in mind is that it is makes sense to you and will be clear to your players. It's a game tool, so tailor it to fit whatever needs you have.

In the next installment of "Dungeoncraft," we'll get beyond the basics of dungeon design and talk about the inhabitants of a dynamic dungeon.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Sage Advice

THE SAGE GOES 3.5 OFFICIAL ANSWERS

by Skip Williams

This month the Sage goes 3.5, offers guidance on the *Savage Species* book, and ponders the many aspects of the Manyshot feat. This month, and for as many months as we can see into the future, the Sage's answers to your questions will reference the 3.5 revision of the core rules. If you haven't yet adopted the revision, don't worry—in the rare instance that the answer is different between 3rd Edition and the 3.5 revision, we'll bring it to your attention with a call out that says "Revision Alert."

I'm confused by the current alphabet soup of abbreviations dealing with exactly how tough a monster or a character is. What are character level, class level, EL, ECL, and CR? How do they relate to each other? Are they interchangeable? If not, what are they used for?

The terms are not interchangeable. You can find definitions of most of these terms in the Player's Handbook glossary or in Savage Species, but here's an overview.

Class Level: The total number of levels you have in a particular class. A 5th-level fighter has 5 class levels in fighter. A 5th-level fighter/5th-level wizard has 5 class levels in fighter and 5 class levels in wizard. Class level affects so many things it would be tedious to list them all in detail. The most important include: number of Hit Dice (1 per class level), base attack bonus, base saving throw bonuses, and number of skill points, all as shown in the description for the class. If a class gives you bonus feats, it's your class level that determines when you get them.

In addition, most level-based variables for a class feature depend on your class level, as does any level-based variable for a spell you cast as a member of that class. Powers from clerical domains are class features, and any level-based variables they have depend on your level in the class that gives you access to the domain.

Character Level: The total number of class levels you have in all your classes, plus any racial Hit Dice you have. A human 5th-level fighter/5th-level wizard has 10 character levels. An ogre 5th-level fighter/5th-level wizard has 14 character levels (because it has 4 racial Hit Dice). Character levels determine when you gain feats and ability score increases (see Table 3-2: Experience and Level-Dependent Benefits in the *Player's Handbook*). Any feat you get by virtue of your character level is in addition to any bonus feats from your class levels.

In addition, your character level determines how much experience you earn when you defeat a foe and how many experience points you need to gain your next class level.

Effective Character Level (ECL): Effective character level is character level plus the level adjustment for the character's race. Races that are more powerful than the standard races in the *Player's Handbook* have level adjustments to help promote some equity among the player characters in a campaign and to help DMs decide how much danger a party containing members of those races can actually handle. For example, a drow has a level adjustment of +2. Many people (and even one or two rulebooks) say "ECL" when they really mean "level adjustment."

Use the character's ECL to determine starting equipment and how the character earns and benefits from experience, as noted on page 5 of *Savage Species.* Use the actual character level for everything else.

Encounter Level (EL): Encounter Level is strictly a tool for the DM to use when deciding if a particular encounter is too easy, about right, or too hard for a particular group of characters. It has no real effect on play. Some people think that Encounter Level determines how much experience characters gain from an encounter, but that's not so (read on).

Challenge Rating (CR): Challenge Rating reflects a game designer's best judgment about how tough a monster will prove in a fight. The CRs of all the

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creatures in an encounter help to determine the encounter's EL (see Chapter 4: Adventures in the *Dungeon Master's Guide*). When characters defeat a creature, its CR determines the basic experience award, which in turn is adjusted according to the party's character levels or ECLs (see Chapter 2: Using the Rules in the *Dungeon Master's Guide).*

It is perhaps unfortunate that an NPC who belongs to a standard *Player's Handbook* race has a CR equal to her character level, because it implies that CR, character level, and ECL are the same. They aren't—CR and character level just happen to have the same values sometimes. CR and ECL have nothing to do with each other, because they measure two different things. See the next question.

I have been flipping through *Savage Species,* and I have become confused about the use of ECL. Would a 1st-level mind flayer wizard be an appropriate challenge for a party of 16th-level characters or for a party of 8th-level characters?

Effective character level (ECL) is a measurement of a character's impact as a player character in a campaign, and that is usually quite different from how dangerous it is as an NPC during a single encounter.

I'm confused by the current alphabet soup of abbreviations dealing with how tough a character or monster is.

To determine the challenge your example character presents, ignore ECL and use the rules for determining NPC Challenge Ratings in Chapter 2: Using the Rules in the *Dungeon Master's Guide.* The example character has a CR of 9 (base CR of 8 for a mind flayer, +1 for its character level). By itself, the example character is a challenge for a party of four 9th-level player characters.

The example character's ECL, however, is a whopping 16 (racial HD 8 + character level 1 + level adjustment 7).

Why the difference?

It has to do with the impact the character would have on a campaign as an ongoing PC, as opposed to the much lower impact it has during a single encounter (which is what CR measures). A party of four 9th-level PCs can reasonably expect to dispatch the mind flayer wizard NPC in a few rounds. As a player character, however, the mind flayer is much more powerful, since it uses its *mind blast,* psionics, and deadly tentacles against a succession of foes, encounter after encounter, adventure after adventure.

When is a monster character considered epic level? Do you "go epic" when your total class levels equal 20 or when your total Hit Dice equal 20? Is a monster character eligible for epic-level feats (such as Epic Toughness) when its character level is 21+ or when its ECL is 21+?

A monster becomes an epic-level character when its character level hits 21, just like any other character. A monster's character level is equal to its racial Hit Dice + class levels. (See the second sidebar on page 25 of the *Epic Level Handbook.*)

A creature's ECL has no effect on when it becomes an epic character, although once it becomes an epic character, its ECL continues to affect how much experience it earns and when it can add a new level.

A player of mine wants to create a minotaur character. The average party level is 15. He says he can just make a 1st-level barbarian/14th-level fighter minotaur and be equal to the other player characters. I say he can only have a 7th-level character (say 1 barbarian level and 6 fighter levels) because of the minotaur's ECL of 8 (8 minotaur + 1 barbarian + 6 fighter = 15th level). Who's right?

You're on the right track. You've figured out the right number of class levels the character can have, but a minotaur has 6 racial Hit Dice and a +2 level adjustment. Your example minotaur character does have an ECL of 15 (6 HD, 7 class levels, and a +2 level adjustment), but it is a 13th-level character with skill points, base saves, feats, and ability score increases as a 13th-level character. The minotaur character starts with 15th-level equipment, however, and earns experience as a 15th-level character.

I noticed that the Ability Focus feat in *Savage Species* is listed as a general feat instead of a monstrous feat. To me, that implies that some class abilities are considered special attacks. Which qualify, if this isn't a typo?

You can use the Ability Focus feat with pretty much anything that you can use to hurt or hinder a foe and that allows a saving throw. A short list includes the monk's stunning attack, the assassin's death attack, and the bard's fascinate ability. Things that don't allow saving throws, such as sneak attacks, aren't affected.

The text for level adjustments on page 11 of *Savage Species* says that if the monster gains multiple attacks in a single round before a fighter of equal level, or if the attacks deal more damage than a

one-handed martial weapon, then this is a level adjustment of at least +1. By "multiple attacks," do you mean two claws, or two claws and a bite, such as the Multiattack feat requires? Say a monster has two claws, each dealing 1d4 points of damage. Would that still be a +0 level adjustment, as the two claws do not exceed the damage a longsword can deal?

Having more than one natural attack gets you a +1 level adjustment (no matter how much damage those natural weapons can deal) if a fighter of equivalent level does not have as many attacks. If you have one natural weapon that deals more damage than you could deal with a one-handed simple or martial weapon (more than 1d8 for a Medium creature), you also have a level adjustment of at least +1.

Do anthropomorphic felines lose their pounce abilities?

Yes; see the Special Attacks entry on page 215 of *Savage Species.*

I was reading *Savage Species,* and its discussion of caster level confused me with the example of a young gold dragon. If you are a young gold dragon, you have spells as a 1st-level sorcerer and can also pick clerical spells (and some spells from some domains) and cast them as arcane spells. Suppose you then take 3 levels in sorcerer. *Savage Species* explains that you derive spells per day, spells known, and caster level from the sum of your caster level as a dragon (1st) plus your caster level as a sorcerer (3rd), so you are a 4th-level caster. My question is regarding the cleric spells you can learn as arcane spells. Can you take 2nd-level cleric spells and cast them as arcane spells because you are a dragon? Also, is your caster level for the cleric spells you can cast as a dragon 4th or 1st? Can the dragon cast any cleric spell as an arcane spell? What about monsters that cast spells as clerics? What would happen if the dragon added cleric levels?

When a dragon, or any other creature that can cast spells as a sorcerer, adds sorcerer levels, those levels stack when determining how the character casts sorcerer spells.

The example dragon casts spells as a 4th-level sorcerer. The dragon's innate caster level doesn't stack with its sorcerer levels for other class features. If the example dragon has a familiar, the familiar has abilities from a 3rd-level master as shown in Table 3-19: Familiar Special Abilities in the *Player's Handbook.*

How do racial Hit Dice factor into the computation of a multiclass character's uneven class and favored class?

A dragon that can cast cleric spells as arcane spells casts such spells as though they were part of the sorcerer class list. If the example dragon wanted to cast *cure moderate wounds,* it would have to choose *cure moderate wounds* as one of the 2nd-level spells it knows. It would cast the spell as a 4th-level caster (and heal 1d8+4 points of damage when casting it). It cannot simply cast any 1st- or 2nd-level cleric spell.

If the example dragon adds a level of cleric, it would cast sorcerer spells as a 4th-level sorcerer (including any cleric spells it has added to its list of spells known) and would prepare and cast cleric spells and turn undead as a 1st-level cleric. When preparing cleric spells, it could choose any 1st-level cleric spell, just as any other 1st-level cleric could.

If you make a character with the reptilian template and the base creature is a human, do you still get the extra feat and extra 4 skill points at 1st level, or do you lose these due to the benefits gained from the template? I suppose this applies to any template.

When applying any template, treat racial traits as special qualities. If a template says the new creature retains the special qualities of the base creature, then any racial traits are also retained. Humans retain their extra feats and skill points, elves retain their skill bonuses and weapon proficiencies, dwarves retain their saving throw

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bonus, and so on. Thus, when you apply the reptilian template to a human, the base creature retains its human racial traits: an extra feat and 4 extra skill points.

How do racial Hit Dice factor into the computation of a multiclass character's uneven class and a favored class? Are they ignored completely? For example, a thri-kreen has 2 racial Hit Dice (thus 2 levels of the thri-kreen monster class) and has a favored class of ranger (as listed in *Savage Species*). If a thri-kreen character wished to take rogue class levels, would this cause an automatic -20% experience point penalty when the 4th level of rogue was taken because of the existing 2 levels of thri-kreen?

Ignore racial Hit Dice completely when calculating experience penalties for multiclass characters. The example character has no experience penalty.

In looking over the ogre mage class in *Savage Species*, I noticed that regeneration is listed twice in the class advancement chart. Is there a separation of what abilities the ogre mage derives from advancement? The text on the regeneration class feature doesn't say if the character gains all the abilities of regeneration at 6th level (for example reattaching limbs) or at 11th level. Help!

At 6th level, an ogre mage has regeneration 1; at 11th level, an ogre mage has regeneration 2, just as shown on the class chart.

That is, an ogre mage character regenerates 1 hit point per round starting at level 6, and 2 hit points per round starting at level 11. Starting at 6th level, an ogre mage character gets all the general benefits of regeneration, including the ability to reattach or regrow organs and limbs.

Does Manyshot apply to full-attack actions as well as standard actions? One of the players seems to think it does. His character has the Manyshot feat from the *Epic Level Handbook*. He gets three attacks if he takes the full attack action, from a base attack bonus of +6/+1 and the Rapid Shot feat. This player claims that with Manyshot he can fire six arrows as a full-round action. I say he can't, since the feat only applies to standard actions. I think that the feat allows him to fire two shots during a standard action as opposed to the usual single shot that is allowed. I would greatly appreciate it if you could shed some light on the situation.

Does Manyshot apply to full-attack actions as well as standard actions? One of my players seems to think it does.

You're right about Manyshot. It allows the character to shoot two or more arrows as a standard action. It does not allow the character to fire two or more arrows in place of a single attack. Standard actions can't be combined with full attacks, nor are they part of a full attack.

The example character has a base attack bonus of +6; with the Rapid Shot and Manyshot feats, the character has the following options:

- Fire one arrow as a standard action (at +6).
- Fire two arrows as a standard action (at +2—the second printing of the *Epic Level Handbook* says the penalty for Manyshot is -4, not -2 as stated in the first printing).
- Fire two arrows as a full-round action (+6/+1).
- Fire three arrows as a full-round action (+4/+4/-1, with Rapid Shot)

The Improved Manyshot feat appears to have absolutely no benefit over Manyshot, and I need clarification. Manyshot has a maximum of four arrows at base attack +16 and higher. Improved Manyshot limits the number of arrows only by your base attack bonus: two arrows plus one arrow for every 5 points of base attack bonus above +6. Page 6 of the *Epic Level Handbook* says base attack bonus does not increase after level 20. That means the maximum base attack bonus any character could possibly have is +20. With a +20 base attack bonus, Improved Manyshot is still limited to four arrows.

As "Sage Advice" pointed out back in issue #302, your epic attack bonus improves your base attack bonus for all purposes except your number of attacks with the full attack action. Add your base attack bonus and your epic attack bonus when using Improved Manyshot. If, for example, you have a base attack bonus of +20 and an epic attack bonus of +10, you can shoot six arrows as a standard action.

Can other feats like Precise Shot and Rapid Shot be used in connection with Manyshot?

Precise Shot, yes; Rapid Shot, no. The latter requires the full attack action, and using Manyshot is a standard action.

When you use Manyshot, does your Strength bonus from a mighty composite bow apply to each arrow's damage?

Yes, as would the enchantment bonus from a magic bow.

Email your questions to tsrsage@aol.com.

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PHIL FOGLIO'S WHAT'S NEW WITH PHIL & DIXIE

RISE AND SHINE, KIDS! TODAY WE'RE TALKING ABOUT PROPHECIES!
PROPHECIES ARE ORACULAR STATEMENTS THAT CLAIM TO FORTELL THE FUTURE.
LO- A MAN WILL COME
WHAT'S SO SPECIAL ABOUT THAT?
YEAH, WHAT?
PROPHECY PROPHET DO
THE IMPORTANT THING ABOUT PROPHECIES IS THAT THEY'RE VAGUE.
"A CLOTH OF FISH WILL WRAP THE MOON AND ONCE AGAIN THE GRASS WILL SING!"
AND I'M SUPPOSED TO BASE A FOREIGN POLICY ON THIS?
KING
THIS COMES FROM THE VENERABLE TRADITION OF PROPHECIES BEING DELIVERED BY PEOPLE WHO ARE DRUNK, INSANE, OR STONED.
OOOH - I GOT ONE! (HIC) "THE WISDOM OF ONE WILL FEED THE WOLVERINES"!
OH YEAH? "A MIGHTY HOUSE WILL CRUSH THE LION WITHIN THE EGG!"
WAIT! LOOK! AHAHAHAHAHA! DUDE... FINGERS!! WHEEEEEE!!
THIS IS BECAUSE IN THE PROPHECY BIZ, THE REAL MONEY COMES FROM INTERPRETATION.
WE NEED A PROPHECY SAYING OUR BOY WILL BE KING.
HMM... IS HE WISE?
AH... NOT REALLY.
CAN HE FIGHT A LION?
HE'S ALLERGIC TO CATS.
HAS HE GOT FINGERS?
WELL... SURE.
NOW WE'RE TALKING!
46
THE BEST PROPHECIES ARE THE ONES THAT ARE SO VAGUE THAT YOU ONLY FIGURE THEM OUT AFTER THEY HAPPEN.
HEY - WE OVERTHREW THE DRAGON KING, BUT HE WASN'T "BROUGHT DOWN BY MAYONNAISE". WE NEVER USED ANY.
THEN THE PROPHECY HAS YET TO OCCUR - O NEW DRAGON KING.
AH... FOR MY FIRST PROCLAMATION; THE USE OF MAYONNAISE IS PUNISHABLE BY DEATH!
THAT SHOULD DO IT.
©P. Foglio C-03
SO WHY THE VAGUENESS? TRUST ME. YOU DON'T WANT YOUR PROPHECY TO BE TOO EXPLICIT.
AT 11:34 AM NEXT TUESDAY, ON THE CORNER OF HOWARD AND EASTLAKE, YOU WILL BE STRUCK BY A FIRE ENGINE!
THAT'S CRAZY. WHY WOULD I-?
I WASN'T TALKING TO YOU!

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This month's colors were done by the ever-fabulous Cheyenne Wright. Thanks, Cheyenne!

ELMORE '03